

# Amalj'aa Family

## Amalj'aa Impaler (CR 1)

XP 400

Amalj'aa Dragoon 1

NE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +1; Senses Low-light vision; Perception +4

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### DEFENSE

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AC 14 (16), touch 11 (13), flat-footed 13 (+3 armor, +1 Dex, +2 dodge in desert terrain)

HP 8 [13] (1d10+3)

Fort +4, Reflex +3, Will +0, +2 vs. dark magic school

Defensive Abilities Bond to the Land; Resist Shadow 5, Fire 5

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### OFFENSE

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Speed 40 ft.

Melee Amalj'aa Lance +5 (1d8+3/x3)

Special Attacks [Deadly Lancer](#)

Special Abilities Ifrit's Fury

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### STATISTICS

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Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Base Atk +1; CMB +4; CMD 15

**Feats** Weapon Focus (Lance)

**Skills** Acrobatics +4, Perception +4

**Languages** Amalj'aa, Common

**SQ** Deathless Spirit, [Jump](#), Stalker

**Combat Gear** cure potion(1), amalj'aa lance, studded leather armor

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### SPECIAL ABILITIES

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#### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

#### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

#### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 1 turns or until discharged on his weapon. This effect deals an extra 1 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

### Amalj'aa Ravager (CR 1)

XP 400

Amalj'aa Black Mage 1

NE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +2; Senses Low-light vision; Perception +1

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#### DEFENSE

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AC 12 (14), touch 11 (14), flat-footed 10 (+2 Dex, +2 dodge in desert terrains)

HP 5 [8] (1d6+2)

MP 4

Fort +2, Reflex +1, Will +3, +2 vs. dark magic school

Defensive Abilities Bond to the Land; Resist Shadow 5, Fire 5

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#### OFFENSE

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Speed 40 ft.

Melee Quarterstaff +1 (1d6+1)

Spells Known (Black Mage CL 1st, Concentration +2)

At will (DC 12) – [daze](#), [detect magic](#), fire orb, [message](#)

1st (DC 13) – fire, [mage armor](#), [ruin](#), [sleep](#)

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#### STATISTICS

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Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 8

Base Atk +0; CMB +1; CMD 13

**Feats** Combat Casting

**Skills** Appraise +5, Knowledge(arcane) +5, Spellcraft +5

**Languages** Amalj'aa, Common, Draconic

**SQ** [Black Magery](#) (Spell Mastery +1), Deathless Spirit, [Spell Proficiency](#), Stalker

**Gear** cure potion(1), quarterstaff

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#### SPECIAL ABILITIES

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### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

## Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 2 turns or until discharged on his weapon. This effect deals an extra 2 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

## Amalj'aa Striker (CR 1)

XP 400

Amalj'aa Monk 1

LE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +1; Senses Low-light vision; Perception +4

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### DEFENSE

AC 12 (14), touch 12 (14), flat-footed 10 (+1 Dex, +1 dodge or +2 dodge in desert terrains)

HP 7 [12] (1d10+2)

Fort +4, Reflex +3, Will +0, +2 vs. dark magic school

Defensive Abilities Bond to the Land; Resist Shadow 5, Fire 5

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### OFFENSE

Speed 40 ft.

Melee 2 Claws +4 (1d6+2)

**Special Attacks** [Blitz Technique](#), [Combo Finishers](#) (Howling Fist), [Flurry of Blows](#) +4/+4 (1d6+2)

**Special Abilities** Ifrit's Fury, [Stunning Fist](#) +4 (1d6+2, DC 10 Fort negates stun) [1/day]

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### STATISTICS

Str 14, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Base Atk +1; CMB +3; CMD 14

**Feats** Dodge

**Skills** Acrobatics +5, Perception +4, Sense Motive +4

**Languages** Amalj'aa, Common

SQ [AC Bonus](#), Deathless Spirit, [Martial Arts](#) (1d4, x2), Stalker

**Gear** cure potion(1)

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### SPECIAL ABILITIES

## Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

## Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

## Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 1 turns or until discharged on his weapon. This effect deals an extra 1 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

## Amalj'aa Archer (CR 4)

XP 1,200

Amalj'aa Archer 4

NE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +3; Senses Low-light vision; Perception +8

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### DEFENSE

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AC 16 (18), touch 13 (15), flat-footed 13 (+3 armor, +3 Dex, +2 dodge in desert terrain)

HP 31 [45] (4d8+13)

Fort +4, Reflex +7, Will +2, +2 vs. dark magic school

Defensive Abilities Bond to the Land, [Evasion](#); Resist Shadow 5, Fire 5

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### OFFENSE

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Speed 40 ft.

Melee 2 Claws +5 (1d6+2)

**Ranged** Longbow +8 (1d8+1/x3)

Special Attacks [Aim](#) (move action, +2 Att, Dmg, and skills)

Special Abilities [Archery Talents](#) (Ambushing Shot, Camouflage), Ifrit's Fury

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### STATISTICS

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Str 14, Dex 16, Con 16, Int 8, Wis 12, Cha 10

Base Atk +3; CMB +5; CMD 18

**Feats** Point Blank Shot, Weapon Focus (Longbow)

**Skills** Acrobatics +9, Perception +8, Stealth +9

**Languages** Amalj'aa, Common

**SQ** [Agile Archer](#), [Archery Style](#) (Precise Shot), [Archer Training](#), Deathless Spirit, [Expert](#)

[Archer](#) +1, [Hawkeye](#) (+1 perception, +5 range), Stalker

**Combat Gear** cure potion(2), longbow, 20 arrows, studded leather armor

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### SPECIAL ABILITIES

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## Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

## Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points

when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

## Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 2 turns or until discharged on his weapon. This effect deals an extra 2 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

## Amalj'aa Lancer (CR 4)

XP 1,200

Amalj'aa Dragoon 4

NE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +2; Senses Low-light vision; Perception +7

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### DEFENSE

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AC 18 (20), touch 12 (14), flat-footed 16 (+6 armor, +2 Dex, +2 dodge in desert terrains)

HP 39 [57] (4d10+17)

Fort +8, Reflex +6, Will +1, +2 vs. dark magic school

Defensive Abilities Bond to the Land; Resist Shadow 5, Fire 5

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### OFFENSE

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Speed 40 ft.

Melee Lance +10 (1d8+4/x3) or 2 Claws +8 (1d6+4)

Special Attacks [Deadly Lancer](#)

Special Abilities [Hardly Landing](#) (20 ft.), Ifrit's Fury, [Pole Fighting](#)

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### STATISTICS

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Str 18, Dex 14, Con 18, Int 8, Wis 10, Cha 8

Base Atk +4; CMB +8; CMD 20

**Feats** Power Attack, Weapon Focus (Lance)

**Skills** Acrobatics +5, Perception +7

**Languages** Amalj'aa, Common

**SQ** [Acrobatic Talent](#) (Flexible Flanker, Heroic Landing[Fire damage, Reflex save DC 16]), [Armor Training](#) +1, Deathless Spirit, [Jump](#), Stalker, [Steadfast Pike](#) +1

**Gear** cure potion(2), lance, scale mail

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### SPECIAL ABILITIES

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## Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

## Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

## Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 1 turns or until discharged on his weapon. This effect deals an extra 1 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

## Amalj'aa Puglist (CR 4)

XP 1,200

Amalj'aa Monk 4

LE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +2; Senses Low-light vision; Perception +8

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### DEFENSE

AC 16 (18), touch 15 (17), flat-footed 13 (+1 armor, +2 Dex, +1 Wis, +1 AC Bonus, +1 dodge or +3 dodge in desert terrains)

HP 36 [52] (4d10+12)

Fort +7, Reflex +6, Will +2, +2 vs. dark magic school

Defensive Abilities Bond to the Land, [Evasion](#); Resist Shadow 5, Fire 5

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### OFFENSE

Speed 50 ft.

Melee 2 Claws +7 (1d6+3)

**Special Attacks** [Blitz Technique](#), [Combo Finishers](#) (Howling Fist), [Flurry of Blows](#) +7/+7 (1d6+3)

**Special Abilities** Ifrit's Fury, [Ki Pool](#) (3 pts), [Ki Powers](#) (Ki Metabolism), [Stunning Fist](#) +7 (1d6+3, DC 13 Fort negates stun) [4/day]

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### STATISTICS

Str 16, Dex 14, Con 16, Int 8, Wis 12, Cha 10

Base Atk +4; CMB +7; CMD 19

**Feats** Dodge, Power Attack

**Skills** Acrobatics +9, Perception +9, Sense Motive +9

**Languages** Amalj'aa, Common

SQ [AC Bonus](#), Deathless Spirit, [Martial Arts](#) (1d4), [Evasion](#), [Fast Movement](#) (+10 ft.), Martial Arts Master,

**Gear** cure potion(2)

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 2 turns or until discharged on his weapon. This effect deals an extra 2 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

### Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

### Amalj'aa Wizard (CR 4)

XP 1,200

Amalj'aa Black Mage 4

NE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +2; Senses Low-light vision; Perception +9

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### DEFENSE

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AC 13 (15), touch 13 (15), flat-footed 10 (+2 Dex, +1 deflect, +2 dodge in desert terrains)

HP 25 [36] (4d6+12)

MP 9

Fort +4, Reflex +3, Will +6, +2 vs. dark magic school

Defensive Abilities Bond to the Land; Resist Shadow 5, Fire 5

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### OFFENSE

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Speed 40 ft.

Melee Amalj'aa Quarterstaff +4 (1d6+3)

Ranged Fire Power Staff +4 (1d6+2 fire dmg)

Special Abilities [Elemental Shield](#) 4 (5/day), [Elemental Seal](#) (1/day), Ifrit's Fury

Spells Known (Black Mage CL 4th, Concentration +6)

At will (DC 13) – dark orb, [daze](#), [detect magic](#), fire orb (DC 14), [message](#)

1st (DC 14) – blind, detonate (DC 15), [mage armor](#), [fire](#) (DC 15), flame breath (DC 15), [ruin](#), [sleep](#)

2nd (DC 15) – burning arc (DC 16), fiery shuriken (DC 16), [fire II](#) (DC 16), [poison](#)

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### STATISTICS

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Str 14, Dex 14, Con 16, Int 14, Wis 14, Cha 10

Base Atk +2; CMB +4; CMD 16

**Feats** Combat Casting, Elemental Focus (Fire)

**Skills** Appraise +9, Knowledge(arcane) +9, Perception +9, Spellcraft +9

**Languages** Amalj'aa, Common, Draconic, Orc

**SQ** [Black Magery](#) (Spell Mastery +1), [Dark Affliction](#), Deathless Spirit, [Focused Caster](#), [Mage Talent](#) (arcane fighter, concentrate), [Spell Proficiency](#), Stalker

**Gear** cure potion(2), amalj'aa quarterstaff, fire power staff

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 3 turns or until discharged on his weapon. This effect deals an extra 3 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

### Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

### Amalj'aa Arcane Knight (CR 7)

XP 3,200

Amalj'aa Sword Saint 7

LE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +2; Senses Low-light vision; Perception +12

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## DEFENSE

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AC 20 (22), touch 12 (14), flat-footed 18 (+6 armor, +2 shield, +2 Dex, +2 dodge in desert terrains)

HP 66 [98] (7d10+28)

Fort +9, Reflex +4, Will +8, +2 vs. dark magic school

Defensive Abilities Bond to the Land, [Defensive Focus](#); Resist Shadow 5, Fire 5

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## OFFENSE

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**Speed** 40 ft. (30 ft. in armor)

**Melee** +1 Knight Sword +13/+8 (1d10+6/18-20) or 2 Claws +11/+6 (1d6+4)

**Special Attacks** [First Blood](#), [Swordskills](#) (Base DC 16; Shadowblade, Crush Armor, Lightning Stab, Astral Munition, Raging Inferno)

**Special Abilities** Ifrit's Fury, [Stamina Pool](#) (20 pts), [Sword Saint Talents](#) (Bravery, Pommel Blow, Pommel Strike, Taunt), [Warleader](#) (5/day for 6 rounds; Back to Back)



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## STATISTICS

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Str 18, Dex 14, Con 18, Int 10, Wis 10, Cha 16

**Base Atk** +7/+2; **CMB** +11; **CMD** 23

**Feats** Cleave, Power Attack, Weapon Focus (Knight Sword), Weapon Specialization (Knight Sword)

**Skills** Intimidate +12, Perception +12;

**Languages** Amalj'aa, Common

**SQ** [Clad in Steel](#) +1, Deathless Spirit, [Force of Personality](#), [Martial Training](#), [Practiced](#)

[Skill](#) (Shadowblade), Stalker, [Tactical Flanker](#) +3

**Gear** cure potion (3), +1 knight sword, chain mail, heavy steel shield

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 4 turns or until discharged on his weapon. This effect deals an extra 4 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

### Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

### Amalj'aa Dark Soldier (CR 7)

XP 3,200

Amalj'aa Dark Knight 7

LE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +4; Senses Low-light vision; Perception +0

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## DEFENSE

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AC 18 (20), touch 12 (14), flat-footed 16 (+6 armor, +2 Dex, +2 dodge in desert terrains)

HP 66 [98] (7d10+28)

MP 7

Fort +11, Reflex +6, Will +7, +2 vs. dark magic school

Defensive Abilities Bond to the Land, [Dark Blessing](#); Immune Disease, Poison, Sap; Resist Shadow 5, Fire 5

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## OFFENSE

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Speed 40 ft. (30 ft. in armor)

Melee +1 Scythe +13/+8 (2d4+4/x4) or Claws +11/+11/+6 (1d6+4)

Special Attacks [Abyssal Arts](#) (5/day, Blood Price, Darkness Unleash, Syphon Strike), [Defile](#) (DC 15 negates sickened or diseased), [Harm Touch](#) (5/day, 4d6), [Shared Offense](#) (+1 att/dmg, 2 rounds), [Soul Eater](#) (5/day)

Special Abilities [Darkside](#) (+2 att/dmg, SR 13, -7 HP per round), [Grit Stance](#) (DR 4/- but -4 dmg), Ifrit's Fury

**Spells Known** (Dark Knight CL 4th, concentration +6)

**1st (DC 13)** – Dread, Endark, Ohdark

**2nd (DC 14)** – Temper

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## STATISTICS

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Str 18, Dex 14, Con 18, Int 10, Wis 10, Cha 14

Base Atk +7/+2; CMB +11; CMD 23

**Feats** Cornugon Smash, Furious Focus, Power Attack, Weapon Focus (Scythe)

**Skills** Intimidate +12, Spellcraft +10

**Languages** Amalj'aa, Common

**SQ** [Dark Resilience](#), Deathless Spirit, [First Into Battle](#), Stalker

**Gear** cure potion (3), +1 scythe, chain mail

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 3 turns or until discharged on his weapon. This effect deals an extra 3 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

### Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

### Amalj'aa Arcane Saint (CR 9)

XP 6,400

Amalj'aa Sword Saint 9

LE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +2; Senses Low-light vision; Perception +14

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## DEFENSE

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AC 23 (25), touch 12 (14), flat-footed 21 (+8 armor, +3 shield, +2 Dex, +2 dodge in desert terrains)  
HP 94 [135] (9d10+45)

Fort +11, Reflex +5, Will +9, +2 vs. dark magic school  
Defensive Abilities Bond to the Land, [Defensive Focus](#); Resist Shadow 5, Fire 5

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## OFFENSE

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**Speed** 40 ft. (30 ft. in armor)

**Melee** +1 Knight Sword +15/+10 (1d10+9/18-20) or 2 Claws +13/+8 (1d6+5)

**Special Attacks** [First Blood](#), [Surprising Strike](#) (1/day), [Swordskills](#) (Base DC 17; Shadowblade, Crush Armor, Lightning Stab, Astral Munition, Raging Inferno)

**Special Abilities** [Aegis](#) (20-ft.-radius, +3 morale bonus to AC and Will saves for allies), Ifrit's Fury, [Sword Saint Talents](#) (Focused Strength, Halting Blow, Melee Defense, Melee

Power), [Warleader](#) (5/day for 6 rounds; Back to Back), [Warlord's Mark](#) (7/day, Total Marks at once: 6, -4 attack penalty & spell failure 14%)

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## STATISTICS

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Str 20, Dex 14, Con 20, Int 10, Wis 10, Cha 16

**Base Atk** +9/+4; **CMB** +14; **CMD** 26

**Feats** Cleave, Improved Critical (Knight Sword), Power Attack, Weapon Focus (Knight Sword), Weapon Specialization (Knight Sword)

**Skills** Intimidate +14, Perception +14;

**Languages** Amalj'aa, Common

**SQ** [Armor Training](#) +1, Deathless Spirit, [Force of Personality](#), [Martial Training](#), [Never](#)

[Outnumbered](#) +1, [Practiced Skill](#) (Shadowblade), Stalker, [Tactical Assistance](#), [Tactical Flanker](#) +3

**Gear** cure potion (4), +1 knight sword, +1 banded mail, heavy steel shield

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Entfire for 4 turns or until discharged on his weapon. This effect deals an extra 4 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

### Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

### Amalj'aa Hunter (CR 9)

XP 4,800

Amalj'aa Archer 9

NE Medium Humanoid (Amalj'aa, [Reptilian](#))  
Init +5; Senses Low-light vision; Perception +14

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## DEFENSE

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AC 21 (23), touch 14 (16), flat-footed 15 (+5 armor, +4 Dex, +2 dodge in desert terrain)  
HP 76 [108] (9d8+36)  
Fort +7, Reflex +11, Will +5, +2 vs. dark magic school  
Defensive Abilities Bond to the Land, [Evasion](#); Resist Shadow 5, Fire 5

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## OFFENSE

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Speed 60 ft.  
Melee Claws +8/+8/+3 (1d6+2)  
**Ranged** +1 Longbow +15/+10 (2d6+8/x3)  
Special Attacks [Aim](#) (move/swift action, +5 Att, Dmg, and skills), [Called Shot](#), [Safe Shot](#), [Quick Shot](#) +13/+13/+8 (2d6+8/x3)  
Special Abilities [Archery Talents](#) (Ambushing Shot, Camouflage, Surprise Shot, Two with One Blow), Ifrit's Fury

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## STATISTICS

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Str 14, Dex 20, Con 18, Int 8, Wis 14, Cha 10  
Base Atk +6/+1; CMB +8; CMD 23  
**Feats** Deadly Aim, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (Longbow)  
**Skills** Acrobatics +15, Perception +14, Stealth +15  
**Languages** Amalj'aa, Common  
**SQ** [Agile Archer](#), [Archery Style](#) (Parting Shot, Precise Shot), [Archer Training](#), Deathless Spirit, [Expert Archer](#) +2, Fast Movement (+20 ft.), [Hawkeye](#) (+2 perception, +10 range), [Heavy Pull](#), Stalker  
**Combat Gear** cure potion(2), longbow, 20 arrows, studded leather armor

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 3 turns or until discharged on his weapon. This effect deals an extra 3 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

### Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

## Amalj'aa Predator (CR 9)

XP 6,400

Amalj'aa Dragoon 9

NE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +3; Senses Low-light vision; Perception +12

---

### DEFENSE

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AC 22 (24), touch 13 (15), flat-footed 19 (+9 armor, +2 Dex, +1 dodge or +3 dodge in desert terrains)

HP 94 [135] (9d10+45)

Fort +10, Reflex +9, Will +3, +2 vs. dark magic school

Defensive Abilities Bond to the Land; Resist Shadow 5, Fire 5

---

### OFFENSE

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Speed 40 ft.

Melee +1 Lance +20/+15 (1d8+9/x3) or Claws +14/+14/+9 (1d6+5)

Special Attacks [Deadly Lancer](#), [Tail Sweep](#) (DC 19 Reflex negates prone, 8/day)

Special Abilities [Hardly Landing](#) (40 ft.), Ifrit's Fury, [Pole Fighting](#), [Sweeping Fend](#)

---

### STATISTICS

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Str 20, Dex 16, Con 20, Int 10, Wis 10, Cha 8

Base Atk +9/+4; CMB +14; CMD 27 (31 vs bull rush/trip)

**Feats** Cleave, Dodge, Power Attack, Weapon Focus (Lance), Weapon Specialization (Lance)

**Skills** Acrobatics +10, Perception +12

**Languages** Amalj'aa, Common

**SQ** [Acrobatic Talent](#) (Flexible Flanker, Heroic Landing [Fire damage, Reflex save DC 16], Predatory Pounce, Tail Sweep), [Armor Training](#) +2, Deathless Spirit, [Dragoon Training](#) +1, [Fighter Training](#), [Jump](#), Stalker, [Steadfast Pike](#) +2

**Gear** cure potion(4), +1 lance, +1 half-plate

---

### SPECIAL ABILITIES

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#### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

#### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

#### Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 1 turns or until discharged on his weapon. This effect deals an extra 1 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

### Amalj'aa Trooper (CR 9)

XP 6,400

Amalj'aa Dark Knight 9

LE Medium Humanoid (Amalj'aa, [Reptilian](#))

Init +5; Senses Low-light vision; Perception +1

---

#### DEFENSE

---

AC 21 (23), touch 12 (14), flat-footed 19 (+9 armor, +2 Dex, +2 dodge in desert terrains)

HP 94 [135] (9d10+45)

MP 12

Fort +14, Reflex +9, Will +10, +2 vs. dark magic school

Defensive Abilities Bond to the Land, [Dark Blessing](#); Immune Disease, Poison, Sap; Resist Shadow 5, Fire 5

---

#### OFFENSE

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Speed 40 ft. (30 ft. in armor)

Melee +1 Scythe +16/+11 (2d4+5/x4) or Claws +14/+14/+9 (1d6+5)

Special Attacks [Abyssal Arts](#) (6/day, Abyssal Drain, Blood Price, Darkness Unleash, Syphon Strike), [Defile](#) (DC 17 negates sickened, diseased, or curse), [Harm Touch](#) (7/day, 5d6), [Shared Offense](#) (+2 att/dmg, 3 rounds), [Soul Eater](#) (6/day)

Special Abilities [Darkside](#) (+3 att/dmg, SR 14, -9 HP per round), [Grit Stance](#) (DR 4/- but -4 dmg), Ifrit's Fury, [Last Resort](#) (6 rounds)

**Spells Known** (Dark Knight CL 6th, concentration +9)

**1st (DC 14)** – Dread, Endark, Ohdark

**2nd (DC 15)** – Dread Spikes, Endark II, Temper

---

#### STATISTICS

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Str 20, Dex 14, Con 20, Int 10, Wis 12, Cha 16

Base Atk +9/+4; CMB +14; CMD 26

**Feats** Cleave, Cornugon Smash, Furious Focus, Power Attack, Weapon Focus (Scythe)

**Skills** Intimidate +15, Spellcraft +12

**Languages** Amalj'aa, Common

**SQ** [Dark Resilience](#), Deathless Spirit, [First Into Battle](#), Stalker

**Gear** cure potion (4), +1 scythe, +1 half-plate

---

#### SPECIAL ABILITIES

---

### Bond to the Land (Ex)

Amalj'aa gain a +2 dodge bonus to AC when in desert and sandy terrain.

### Deathless Spirit (Ex)

Amalj'aa have such a strong will that they tend to resist the effects of negative levels and damage when its inflicted. Amalj'aa gain a resistance 5 against shadow damage. They do not lose hit points

when they gain a negative level, and they gain a +2 racial bonus on saving throws against spells or spell-like abilities of the dark school.

## Ifrit's Fury (Su)

1/day, Amalj'aa share the power of Ifrit gaining Enfire for 4 turns or until discharged on his weapon. This effect deals an extra 4 points of fire damage. The weapon loses this property if its wielder drops it or otherwise loses contact with it.

## Stalker (Ex)

The Amalj'aa have long hunted and preyed upon the weak and such traditions have been passed down. Due to such traditions the Amalj'aa gain Perception and Stealth as class skills.

# Gigas Family

## Gigas, Hill (CR 7)

A giant roaming the hillsides. He puts all of his strength into a mean double slam and sometimes he'll also send an earthquake out at you.

XP 3,200

CE Large Humanoid ([Giant](#))

Init -1; Senses Low-light vision, scent; Perception +6

---

### DEFENSE

---

AC 21, touch 8, flat-footed 21 (+4 armor, -1 dex, +9 natural, -1 size)

hp 89 (10d8+40)

Fort +11, Ref +2, Will +3

Defensive Abilities Rock Catching; Resist Earth 15

---

### OFFENSE

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Speed 40 ft., (30 ft. in armor)

Melee Greatclub +14/+9 (2d8+10) or 2 Slams +13 (1d8+7)

Ranged Rock +6 (1d8+10)

Space 10 ft.; Reach 10 ft.

Special Attacks Earthquake, Rock Throwing (120 ft.)

---

### STATISTICS

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Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Base Atk +7; CMB +15; CMD 24

Feats Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +6

Languages Giant

**Combat Gear** hide armor, greatclub

---

## SPECIAL ABILITIES

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### Earthquake (Su)

Once every 1d4 rounds, a hill gigas can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds. A successful Reflex save (DC 18) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

### Gigas, Ice (CR 9)

These giants roam the frost lands raiding nearby villages and hunting down beasts.

XP 6,400

CE Large Humanoid ([Ice](#), [Giant](#))

Init -1; Senses Low-light vision, scent; Perception +10

---

#### DEFENSE

---

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 133 (14d8+70)

Fort +14, Ref +3, Will +6

Defensive Abilities Rock Catching; Immune Ice; Resist Earth 15; Strong Wind

Weakness Fire

---

#### OFFENSE

---

Speed 40 ft., (30 ft. in armor)

Melee Greataxe +18/+13 (3d6+13) or 2 Slams +18 (1d8+9)

Ranged Rock +9 (1d8+13)

Space 10 ft.; Reach 10 ft.

Special Attacks Earthquake, Ice Roar, Rock Throwing (120 ft.)

---

#### STATISTICS

---

Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11

Base Atk +10; CMB +20; CMD 29

Feats Cleave, Great Cleave, Intimidating Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack, Weapon Focus (greataxe)

Skills Climb +13, Intimidate +16, Perception +13

Languages Common, Giant

**Combat Gear** chain shirt, greataxe

---

## SPECIAL ABILITIES

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### Earthquake (Su)

Once every 1d2 rounds, an ice gigas can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds. A successful Reflex save (DC 19) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).



## Ice Roar (Su)

3/day, an ice gigas roars an icy cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of ice damage and are inflicted with the Frozen status effect. A successful Reflex save (DC 20) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Local DC 25).

## Gigas, Fire (CR 10)

These giants resemble twisted dwarves made huge. They are masters of metallurgy and military tactics.

XP 9,600

CE Large Humanoid ([Fire](#), [Giant](#))

Init -1; Senses Low-light vision, scent; Perception +14

---

### DEFENSE

AC 24, touch 8, flat-footed 24 (+8 armor, -1 dex, +8 natural, -1 size)

hp 142 (15d8+75)

Fort +14, Ref +4, Will +9

Defensive Abilities Rock Catching; Immune Fire; Resist Earth 15; Strong Ice

Weakness Water

---

### OFFENSE

Speed 40 ft., (30 ft. in armor)

Melee Greatsword +21/+16/+11 (3d6+15) or 2 Slams +20 (1d8+10)

Ranged Rock +10 (1d8+15 plus 1d6)

Space 10 ft.; Reach 10 ft.

Special Attacks Earthquake, Fire Roar, Heated Rock, Rock Throwing (120 ft.)

---

### STATISTICS

Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11

Base Atk +11; CMB +22; CMD 31

Feats Cleave, Great Cleave, Intimidating Overrun, Improved Sunder, Iron Will, Martial Weapon

Proficiency (greatsword), Power Attack, Weapon Focus (greatsword)

Skills Climb +14, Intimidate +17, Perception +14

Languages Common, Giant

Combat Gear half-plate, greatsword

---

### SPECIAL ABILITIES

## Earthquake (Su)

Once every 1d2 rounds, a fire gigas can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds. A successful Reflex save (DC 19) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

## Fire Roar (Su)

3/day, a fire gigas roars a fiery cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of fire damage and are inflicted with the Burn status effect for 1d6 rounds. A

successful Reflex save (DC 20) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Local DC 25).

## Heated Rock (Su)

Fire gigas transfer the heat of their bodies to rocks as part of an attack action when they throw rocks. A heated rock deals 1d6 points of additional fire damage on a hit.

## Gigas, Thunder (CR 13)

This thunderous giant brings down the storm.

XP 25,600

CE Huge Humanoid ([Lightning](#), [Giant](#))

Init +2; Senses Low-light vision, scent; Perception +27

---

### DEFENSE

---

AC 29, touch 11, flat-footed 27 (+6 armor, +2 dex, +1 deflection, +12 natural, -2 size)

hp 199 (19d8+114)

Fort +17, Ref +8, Will +11

Defensive Abilities Rock Catching; Immune Lightning; Strong Water

Weakness Earth

---

### OFFENSE

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Speed 50 ft., swim 40 ft. (35 ft., swim 30 ft. in armor)

Melee +1 Greatsword +27/+22/+17 (4d6+22/17-20) or 2 Slams +26 (2d6+14)

Ranged +1 Composite Longbow +15/+10/+5 (3d6+15/x3)

Space 15 ft.; Reach 15 ft.

Special Attacks Earthquake, Lightning Roar

---

### STATISTICS

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Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15

Base Atk +14; CMB +30; CMD 42

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike

Skills Acrobatics +18, Climb +17, Intimidate +20, Perception +27, Sense Motive +24, Swim +22

Languages Auran, Common, Draconic, Giant

SQ Militant, Water Breathing

Combat Gear breastplate +1, composite longbow +1 with 20 arrows, greatsword +1

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### SPECIAL ABILITIES

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## Earthquake (Su)

Once every 1d2 rounds, a thunder gigas can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds. A successful Reflex save (DC 20) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Local DC 23).

## Lightning Roar (Su)

3/day, a thunder gigas roars an electrifying cone blast within 45-ft. burst. Any creature within the area of effect takes 15d6 points of lightning damage and are inflicted with the Static status effect for 1d6 rounds. A successful Reflex save (DC 21) reduces the damage by half and negates the status effect or. Blue mages may learn this ability as a 6th level spell (Knowledge: Local DC 27).

## Militant (Ex)

Thunder Gigas are proficient with all simple and all martial weapons.

## Water Breathing (Ex)

Thunder Gigas can breathe water as well as air.

## Gigas, Elm (CR 14)

These giants are slightly larger than the thunder gigas with darker skin. These giants can wield aero magic and fly.

XP 38,400

CE Huge Humanoid ([Wind](#), [Giant](#))

Init +7; Senses Low-light vision, scent; Perception +29

---

### DEFENSE

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AC 34, touch 13, flat-footed 31 (+6 armor, +2 dex, +2 deflection, +13 natural, -2 size)

hp 241 [315] (21d8+147)

mp 24

Fort +19, Ref +10, Will +12

Defensive Abilities Rock Catching; Immune Wind; Resist Earth 15; Strong Earth

Weakness Lightning

---

### OFFENSE

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Speed 50 ft., fly 100 ft. (average), (35 ft., fly 80 ft. in armor)

Melee +2 Greatsword +30/+25/+20 (4d6+24/17-20) or 2 Slams +28 (2d6+15)

Ranged +2 Composite Longbow +18/+13/+8 (3d6+17/x3)

Space 15 ft.; Reach 15 ft.

Special Attacks Magnitude 8

Spells Known (PC CL 21st, Concentration +24)

Constant – Fly

1st (DC 14) – Aero

2nd (DC 15) – Aero II, Blur, Grace, Temper, Wind Barrier

3rd (DC 16) – Aero III, Haste

4th (DC 17) – Aero IV, Gale Winds, Vanish

5th (DC 18) – Aeroga, Slice

6th (DC 19) – Hastega

---

### STATISTICS

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Str 40, Dex 16, Con 24, Int 16, Wis 20, Cha 16

Base Atk +15; CMB +32; CMD 45

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatsword),

Improved Initiative, Improved Sunder, Improved Vital Strike, Power Attack, Vital Strike

Skills Acrobatics +20, Climb +19, Intimidate +22, Perception +29, Sense Motive +26

Languages Auran, Common, Draconic, Giant

SQ Militant, Water Breathing

Combat Gear breastplate +2, composite longbow +2 with 20 arrows, greatsword +2

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## SPECIAL ABILITIES

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### Armored Mage (Ex)

Normally, armor heavier than light armor interferes with a spell-caster gestures, which can cause spells to fail if those spells have a somatic component. An elm gigas's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to medium armor or light armor.

### Magnitude 8 (Su)

Once every 1d4 rounds and must be within reach of the ground, an elm gigas can cause the ground to erupt wildly around it within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the weighted status effect for 1d8 rounds. They must make Reflex save (DC 25) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Local DC 31).

### Militant (Ex)

Elm Gigas are proficient with all simple and all martial weapons.

### Gigas, Blood (CR 17)

These pale giants are covered in bone armor and use the necromancer arts to bring joy to their lives. They're the most feared gigas of all and not only strike down their foes but bring them back to life for torture.

XP 102,400

CE Huge Humanoid ([Giant](#))

Init +3; Senses Low-light vision, scent; Perception +33

Aura Fear aura (50 ft., DC 27)

---

## DEFENSE

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AC 33, touch 12, flat-footed 21 (+6 armor, +2 dex, +2 deflection, +15 natural, -2 size)

hp 300 (25d8+200)

mp 87

Fort +22, Ref +11, Will +13

Defensive Abilities Rock Catching; DR 5/-; Immune Shadow; Resist Earth 15, +6 vs sleep, stun, paralysis, poison, and disease resistance

---

## OFFENSE

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Speed 50 ft., (35 ft. in armor)

Melee +3 Keen Scythe +35/+30/+25/+20 (3d8+27/19-20/x4) or 2 Slams +32 (2d6+16)

Ranged +3 Composite Longbow +22/+17/+12/+7 (3d6+19/x3)

Space 15 ft.; Reach 15 ft.

Special Attacks Lifetap, Magnitude 8

Spells Known (SC CL 25th, Concentration +30)

1st – Dark (DC 16), Dread (DC 16), Enfeeblement (DC 16), Fear (DC 16)

2nd – Dark II (DC 17), Death Knell (DC 17), False Life

3rd – Dark III (DC 18), Darkra (DC 18), Mass Enfeeblement (DC 18), Infect (DC 18), Ray of

Exhaustion (DC 18), Vampiric Touch (DC 18)

4th – Bestow Curse (DC 19), Dark Blight (DC 19), Greater False Life, Raise, Slay Living (DC 19)

5th – Darkga (DC 20), Drain (DC 20), Waves of Fatigue (DC 20), Zombify (DC 20)

6th – Arise, Eyebite (DC 21), Feeblemind (DC 21), Fleshshiver (DC 21), Ray of Entropy (DC 21), Syphon (DC 21), Unwilling Shield (DC 21)

7th – Shadow Blast (DC 22), Waves of Exhaustion (DC 22), Mass Zombify (DC 22)

8th – Arisega, Greater Bestow Curse (DC 23), Blackfire (DC 23), Doom (DC 23), Symbol of Death (DC 23)

9th – Banshee Wail (DC 24), Death (DC 24), Mass Feeblemind (DC 24), Full-Life, Polar Midnight (DC 24)

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## STATISTICS

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Str 42, Dex 16, Con 26, Int 16, Wis 20, Cha 20

Base Atk +18; CMB +36; CMD 49

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Sunder, Improved Vital Strike, Power Attack, Staggering Critical, Stunning Critical, Vital Strike, Weapon Focus (scythe)

Skills: Acrobatics +24, Climb +24, Intimidate +28, Perception +33, Sense Motive +30

Languages Common, Draconic, Giant, Undercommon

SQ Militant, Water Breathing

Combat Gear bone breastplate +3, 9th-lvl necromancer scroll, composite longbow +3 with 20 arrows, keen scythe +3

---

## SPECIAL ABILITIES

---

### Armored Mage (Ex)

Normally, armor heavier than light armor interferes with a spell-caster's gestures, which can cause spells to fail if those spells have a somatic component. A blood gigas's limited focus and specialized training, however, allows him to avoid spell failure so long as he sticks to medium armor or light armor.

### Lifetap (Su)

Whenever the blood gigas casts spells that deal shadow damage to a living creature, he gains health back equal to spell level of the spell + 5. If this would put him above his normal hit points total, the excess just dissipates.

### Magnitude 8 (Su)

Once every 1d4 rounds and must be within reach of the ground, a blood gigas can cause the ground to erupt wildly around it within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the weighted status effect for 1d8 rounds. They must make a Reflex save (DC 26) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Local DC 31).

### Militant (Ex)

Blood Gigas are proficient with all simple and all martial weapons.

## Goblin Family

## Goblin Acolyte (CR 1/2)

This goblinoid practices the healing arts of fire to some day become a great healer.

XP 200

Goblin Cleric 1

NE Small Humanoid ([Goblinoid](#))

Init +2; Senses Darkvision 60 ft.; Perception +1

Aura of Resolve (+1 profane bonus to Will saves, 20-ft.-radius)

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### DEFENSE

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**AC** 13, touch 13; flat-footed 11 (+2 dex, +1 size)

**hp** 6 [9] (1d8+1)

**mp** 5

**Fort** +3; **Ref** +2; **Will** +5

Resist Fire 5;

---

### OFFENSE

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**Speed** 20 ft.

**Melee** Rapier +2 (1d4+1/18-20)

**Ranged** Sling +3 (1d3+1)

**Special Abilities** [Battle Rage](#) (4/day)

**Special Attacks** [Fire Bolt](#) (4/day), Goblin Punch, [Inferno Powers](#) (5/day, Ifrit's Nails)

**Spells Known** (Cleric CL 1st, concentration +2)

**At-will (DC 11)** – Daze, Dark Orb

**1st (DC 12)** – Detonate, Fire, Flame Breath, Ruin

---

### STATISTICS

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Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 12

Base Atk +0; CMB +0; CMD 12

Feats Extra MP

Skills Diplomacy +6, Heal +5, Knowledge (history, nobility) +5, Spellcraft +5; Racial Modifiers +2

Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin

**SQ** Craftsman, [Deific Order \(Infernian \[Fire, War\]\)](#), Goblin's Unique Handle on Things, Master

Tinker, Silver Tongued, [Spell Proficiency](#)

**Gear** cure potion (1), Rapier, sling, 10 bullets

---

### SPECIAL ABILITIES

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#### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

#### Goblin Punch (Su)

1/day, a goblin can launch a wind blast (+2 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 11) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

#### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

## Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

## Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Goblin Guard (CR 1/2)

This creature stands barely three feet tall, its scrawny, humanoid body dwarfed by its wide, ungainly head.

XP 200

Goblin Fighter 1

NE Small Humanoid ([Goblinoid](#))

Init +6; Senses Darkvision 60 ft.; Perception -1

---

### DEFENSE

AC 16, touch 13; flat-footed 14 (+2 armor, +2 dex, +1 shield, +1 size)

hp 6 [11] (1d10+1)

Fort +3, Ref +2, Will -1

Resist Fire 5;

---

### OFFENSE

Speed 20 ft.

Melee Short sword +4 (1d4+1/19-20)

Ranged Short bow +5 (1d4/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks Goblin Punch

Special Abilities [Martial Flexibility](#) (3/day)

---

### STATISTICS

Str 11, Dex 15, Con 12, Int 12, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Acrobatics +6, Knowledge (dungeoneering) +5, Survival +3; Racial Modifiers +2 Bluff, +2

Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin

SQ [Chosen Weapon](#) +1 (Light Blades), Craftsman, Goblin's Unique Handle on Things, Master Tinker,

Silver Tongued

Gear cure potion (1), Shortsword, shortbow, quiver (10 arrows), leather armor, buckler

---

### SPECIAL ABILITIES

## Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

## Goblin Punch (Su)

Once per day, a goblin can launch a wind blast (+3 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 8) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

## Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

## Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Goblin Thug (CR 1/2)

This goblinoid sneaks around and steals minor trinkets.

XP 200

Goblin Thief 1

NE Small Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +4

---

### DEFENSE

---

**AC** 17, touch 13; flat-footed 15 (+2 armor, +3 dex, +1 dodge, +1 size)

**hp** 5 [9] (1d8+1)

**Fort** +1; **Ref** +5; **Will** +0

Resist Fire 5;

---

### OFFENSE

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Speed 20 ft.

**Melee** Shortsword +4 (1d4-1/19-20)

**Ranged** Short bow +4 (1d4-1/x3)

**Special Attacks** Goblin Punch, [Sneak Attack](#) (+1d6)

**Special Abilities** [Mark](#)

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### STATISTICS

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Str 8, Dex 16, Con 12, Int 12, Wis 10, Cha 8

Base Atk +0; CMB -2; CMD 11

Feats Dodge

Skills Acrobatics +7, Bluff +5, Disable Device +8, Escape Artist +7, Knowledge (local) +5,

Perception +4 (+5 Traps), Sense Motive +4, Sleight of Hand +7, Stealth +11; Racial Modifiers +2

Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin

**SQ** [Finesse Training](#) (Sword), Craftsman, Goblin's Unique Handle on Things, Master Tinker,



Silver Tongued, [Trapfinding](#) (+1)

**Gear** cure potion (1), Shortsword, shortbow, quiver (10 arrows), leather armor

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin can launch a wind blast (+4 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 9) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Hobgoblin (CR 1)

Standing as tall as a human, this muscular, gray-skinned creature peers about with tiny observant eyes.

XP 400

Hobgoblin Fighter 2

LE Medium Humanoid ([Goblinoid](#))

Init +2; Senses Darkvision 60 ft.; Perception +1

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## DEFENSE

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AC 18, touch 12; flat-footed 16 (+5 armor, +2 dex, +1 shield)

hp 17 [26] (2d10+6)

Fort +5, Ref +2, Will +1

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## OFFENSE

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Speed 30 ft. (20 ft. in armor)

Melee Longsword +4 (1d8+5/19-20)

Ranged Longbow +3 (1d8/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks Engulfing Winds

Special Abilities [Martial Flexibility](#) (4/day)

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## STATISTICS

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Str 15, Dex 15, Con 16, Int 12, Wis 12, Cha 8

Base Atk +2; CMB +4; CMD 16

Feats Toughness

Skills Disable Device +4, Knowledge (dungeoneering) +4; Racial Modifiers +4 Craft, +1 Disable Device, +1 Knowledge, +4 Profession

Languages Common, Goblin

SQ [Chosen Weapon](#) +1 (Heavy Blades), Craftsman, [Fighter Talent](#) (Melee Power), Goblin's Unique Handle on Things, Master Tinker, Silver Tongued

Combat Gear longsword, longbow, quiver (10 arrows), scalemail, buckler, 3d10 gil

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Hobgoblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Engulfing Winds (Su)

Three times per day, a hobgoblin can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squall status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 14) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Hobgoblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Hobgoblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Hobgoblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, hobgoblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Hobgoblin Guard (CR 2)

An elite version of the hobgoblin with slightly better equipment. They usually lead a pack of hobgoblins into battle.

XP 600

Hobgoblin Fighter 3

LE Medium Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +1

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## DEFENSE

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AC 20, touch 12; flat-footed 18 (+6 armor, +2 dex, +2 shield)  
hp 29 (3d10+12)  
Fort +6, Ref +4, Will +2

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## OFFENSE

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Speed 30 ft. (20 ft. in armor)  
Melee Longsword +8 (1d8+6/19-20)  
Ranged Composite Longbow +6 (1d8+3/x3)  
Space 5 ft.; Reach 5 ft.  
Special Attacks Engulfing Winds, [Overhand Chop](#) +8 (1d8+8/19-20)  
Special Abilities [Martial Flexibility](#) (4/day)

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## STATISTICS

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Str 16, Dex 16, Con 16, Int 12, Wis 12, Cha 8  
Base Atk +3; CMB +6; CMD 19  
Feats Toughness, Weapon Focus (Longsword)  
Skills Disable Device +6, Knowledge (dungeoneering) +5; Racial Modifiers +4 Craft, +1 Disable Device, +1 Knowledge, +4 Profession  
Languages Common, Goblin  
SQ [Chosen Weapon](#) +1 (Heavy Blades), Craftsman, [Fighter Talent](#) (Melee Power), Goblin's Unique Handle on Things, Master Tinker, Silver Tongued  
Combat Gear cure potions (1), longsword, longbow, quiver (10 arrows), chainmail, heavy wooden shield, 4d10 gil

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Hobgoblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Engulfing Winds (Su)

3/day, a hobgoblin guard can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squallied status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 14) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Hobgoblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Hobgoblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Hobgoblins are also treated as proficient with any weapon they have personally crafted.

## Silver Tongued (Ex)

Unlike moblins or other races, hobgoblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Vice (CR 2)

Standing as tall as a human, this muscular, green-skinned creature with bird claws as feet peers her opponent down looking to steal another item for her collection.

XP 600

Vice Thief 3

NE Medium Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +5

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### DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +3 dex, +1 dodge)

hp 19 [30] (3d8+6)

Fort +3, Ref +6 Will +2

Defensive Abilities [Danger Sense](#) (+1)

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### OFFENSE

Speed 40 ft.

Melee Sickle +5 (1d6+3)

Special Attacks Magic Hammer, [Sneak Attack](#) (+2d6)

Special Abilities [Mark](#), [Measure the Mark](#)

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### STATISTICS

Str 14, Dex 16, Con 14, Int 14, Wis 12, Cha 8

Base Atk +2; CMB +4; CMD 17

Feats Combat Expertise, Dodge, Improved Steal

Skills Acrobatics +7, Climb +6, Disable Device +7 (+8 vs traps), Disguise +3, Escape Artist +7, Perception +5 (+6 vs surprise attacks, +6 vs trap finding), Sense Motive +5, Sleight of Hand +11, Stealth +7, Use Magic Device +3; Racial Modifiers +4 competence bonus on Steal combat maneuvers and Sleight of Hand

Language Common, Goblin, Undercommon

SQ [Trapfinding](#), [Finesse Training](#) (Sickle), Escape, [Evasion](#), [Thief Talent](#) (Combat Swipe)

Combat Gear cure potion (1), sickle, studded leather

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### SPECIAL ABILITIES

## Escape (Ex)

Vice are slightly faster at escaping from their foes and have their speed increased by 10 ft. They tend to escape after they successfully steal an item or lower than 6 hp.

## Magic Hammer (Su)

3/day, a vice can summon a magical hammer and launches (+5 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Goblin Bounty Hunter (CR 3)

This goblinoid is the gunblade wielder in training.

XP 800

Goblin Gunbreaker 4

NE Small Humanoid ([Goblinoid](#))

Init +2; Senses Darkvision 60 ft.; Perception +9

---

### DEFENSE

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**AC** 18, touch 13; flat-footed 16 (+3 armor, +2 shield, +2 dex, +1 size)

**hp** 30 [48] (4d10+8)

**Fort** +8; **Ref** +6; **Will** +3

Defensive Abilities [Keen Edge](#); Resist Fire 5;

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### OFFENSE

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Speed 20 ft. (15 ft. in armor)

**Melee** Gunblade (Std) +7 (1d6+1/19-20)

**Special Abilities** [Aurora](#) (2/day, 2 rounds)

**Special Attacks** Goblin Punch, [Gun Arm Techniques](#) (Fire Cross), [Magicked Ammo](#) (3 pts, +1 dmg)

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### STATISTICS

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Str 12, Dex 14, Con 14, Int 12, Wis 14, Cha 8

Base Atk +4; CMB +4; CMD 16

Feats Point-Blank Shot, Weapon Focus (Gunblade)

Skills Acrobatics +8, Perception +9, Repair +8; Racial Modifiers +2 Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin

**SQ** [Armor Training](#) (+1), Craftsman, Goblin's Unique Handle on Things, [Gunbreaker](#)

[Talents](#) (Elemental Infuse, Ranged Combat Training), [Gunsmith](#), [Heart of Stone](#), [Jugular Rip](#), Master Tinker, [Quick Cartridge](#), Silver Tongued

**Gear** cure potion (2), Gunblade (std), gunblade (std) ammo (50), banded mail, light steel shield

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### SPECIAL ABILITIES

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#### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

#### Goblin Punch (Su)

1/day, a goblin shaman can launch a wind blast (+6 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 11) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

#### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

## Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

## Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Goblin Butcher (CR 3)

An elite version of the goblin with slightly better equipment. They might be still scrawny but they're still in large packs.

XP 800

Goblin Fighter 4

NE Small Humanoid ([Goblinoid](#))

Init +6; Senses Darkvision 60 ft.; Perception +0

---

### DEFENSE

**AC** 21, touch 13; flat-footed 19 (+5 armor, +2 dex, +3 shield, +1 size)

**hp** 30 [48] (4d10+8)

**Fort** +6, **Ref** +3, **Will** +1

Resist Fire 5;

---

### OFFENSE

**Speed** 20 ft. (15 ft. in armor)

**Melee** Longspear +7 (1d6+3/x3) or Longsword +9 (1d6+5/19-20)

**Ranged** Longbow +7 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks Goblin Punch, [Overhand Chop](#) +7 (1d6+5/x3)

Special Abilities [Martial Flexibility](#) (5/day)

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### STATISTICS

Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 6

Base Atk +4; CMB +5; CMD 17

Feats Improved Initiative, Weapon Focus (Longsword)

Skills Acrobatics +5, Knowledge (dungeoneering) +8, Survival +7; Racial Modifiers +2 Bluff, +2

Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

**Languages** Common, Goblin, Moblin

SQ [Chosen Weapon](#) +1 (Heavy Blades), Craftsman, [Fighter Talent](#) (Melee Defense, Melee Power),

Goblin's Unique Handle on Things, Master Tinker, Silver Tongued

Gear cure potion (2), Longspear, longbow, longsword, quiver (20 arrows), scalemail, heavy wooden shield

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

Once per day, a goblin guard can launch a wind blast (+6 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 10) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Goblin Tinkerer (CR 3)

This goblinoid maker of potions and just wondrous bombs.

XP 800

Goblin Chemist 4

NE Small Humanoid ([Goblinoid](#))

Init +2; Senses Darkvision 60 ft.; Perception +8

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## DEFENSE

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**AC** 13, touch 13; flat-footed 10 (+2 dex, +1 size)

**hp** 22 [36] (4d8+4)

**Fort** +5; **Ref** +6; **Will** +2

Resist Fire 5;

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## OFFENSE

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Speed 20 ft.

**Melee** Rapier +5 (1d4+1/18-20)

**Ranged** Sling +6 (1d3+1)

**Special Abilities** [Alchemical Mixture](#) (6/day), [Throw Alchemical Item](#) (15 ft.)

**Special Attacks** [Bomb](#) +7 (2d6+3, DC 15 Reflex), [Discoveries](#) (Darkness Bomb, Enhance Alchemical Item), Goblin Punch

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## STATISTICS

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Str 12, Dex 15, Con 13, Int 16, Wis 12, Cha 8

Base Atk +3; CMB +3; CMD 15

Feats Point-Blank Shot, Weapon Focus (Bomb)

Skills Appraise +10, Craft (Alchemy) +12, Disable Device +10, Heal +8, Perception +8, Survival +8, Use Magic Device +6; Racial Modifiers +2 Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1

Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin, Orc, Terran

**SQ** [Craft Alchemical Item](#), Craftsman, Goblin's Unique Handle on Things, Master Tinker, Silver Tongued, [Swift Alchemy](#), [Throw Anything](#)

**Gear** cure potion (2), Rapier, sling, 10 bullets

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin can launch a wind blast (+5 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 11) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Red Cap (CR 4)

Extremely trained hobgoblins that wear a red cap. These goblinoids are smarter and stronger.

XP 1,200

Hobgoblin Fighter 5

LE Medium Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +1

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## DEFENSE

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AC 22, touch 13; flat-footed 19 (+6 armor, +3 dex, +3 shield)

hp 49 (5d10+20)

Fort +8, Ref +4, Will +2



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## OFFENSE

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Speed 30 ft. (20 ft. in armor)

Melee Mwk Longsword +13 (1d8+8/19-20)

Ranged Composite Longbow +8 (1d8+4/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks Engulfing Winds, [Overhand Chop](#) +13 (1d8+12/19-20)

Special Abilities [Martial Flexibility](#) (5/day), [Reliable Strike](#) (7/day)

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## STATISTICS

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Str 18, Dex 16, Con 18, Int 14, Wis 12, Cha 8

Base Atk +5; CMB +9; CMD 22

Feats Power Attack, Toughness, Weapon Focus (longsword)

Skills Acrobatics +6, Disable Device +7, Knowledge (dungeoneering) +7; Racial Modifiers +4 Craft, +1 Disable Device, +1 Knowledge, +4 Profession

Languages Common, Goblin

SQ [Chosen Weapon](#) +2 (Longsword), Craftsman, [Fighter Talent](#) (Melee Defense, Melee Power),

Goblin's Unique Handle on Things, Master Tinker, Silver Tongued

Combat Gear cure potions (2), mwk longsword, composite longbow, quiver (20 arrows), breastplate, heavy steel shield

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Hobgoblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Engulfing Winds (Su)

Three times per day, a red cap can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage. The target of this ability must make a Fortitude save (DC 15) or be inflicted with Squall status for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Hobgoblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Hobgoblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Hobgoblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, hobgoblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Red Captain (CR 5)

The red captain leads red caps into battle and glory. The red captain doesn't choose to protect their minions because he want too. The red captain chooses to protect them for tactically advantage and will let their minions die to save themselves.

XP 1,600

Hobgoblin Knight 5

LE Medium Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +1

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### DEFENSE

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AC 22, touch 13; flat-footed 19 (+6 armor, +3 dex, +3 shield)

hp 71 (6d12+30)

Fort +9, Ref +5, Will +6

DR 3/- while in armor; Resist Fire 5;

---

### OFFENSE

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Speed 30 ft. (20 ft. in armor)

Melee Mwk Knight sword +12/+7 (1d10+4/19-20)

Ranged Composite Longbow +9 (1d8+4/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks Engulfing Winds

Special Abilities [Defensive Stance](#) (18 rounds/day), [Shield Block](#) (+1)

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### STATISTICS

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Str 18, Dex 16, Con 18, Int 14, Wis 12, Cha 8

Base Atk +6; CMB +10; CMD 23 (25 vs bull rush, overrun, trip, and trample)

Feats Power Attack, Shield Focus, Toughness, Weapon Focus (knight sword)

Skills Acrobatics +6, Disable Device +7, Knowledge (dungeoneering) +7; Racial Modifiers +4 Craft, +1 Disable Device, +1 Knowledge, +4 Profession

Languages Common, Goblin

SQ [Active Defense](#)(+1), [Armored Defense](#), [Armor Training](#) (+1), [Bulwark](#), Craftsman, [Defend Ally](#) (+3), [Deft Shield](#), [Fortress of Defense](#), Goblin's Unique Handle on Things, [Knight Talent](#) (Renewed Defense [1/day], Resist(Fire), Shelter of Steel [4/day]), Master Tinker, Silver Tongued, [Stand Firm](#), [Shield Training](#)

Combat Gear cure potions (3), mwk knight sword, composite longbow, quiver (20 arrows), breastplate, heavy steel shield

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### SPECIAL ABILITIES

---

#### Craftsman (Ex)

Hobgoblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

#### Engulfing Winds (Su)

Three times per day, a red captain can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage. The target of this ability must make a Fortitude save (DC 15) or be inflicted with Squallied status for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Goblin's Unique Handle on Things (Ex)

Hobgoblins are proficient with both short swords and hand axes.

## Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Hobgoblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Hobgoblins are also treated as proficient with any weapon they have personally crafted.

## Silver Tongued (Ex)

Unlike moblins or other races, hobgoblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Goblin Mage (CR 6)

This goblinoid wields the fire arts and a fire power staff to attack from far range

XP 2,400

Goblin Black Mage 7

NE Small Humanoid ([Goblinoid](#))

Init +2; Senses Darkvision 60 ft.; Perception +2

---

### DEFENSE

AC 14, touch 14; flat-footed 12 (+2 dex, +1 size, +1 deflect)

hp 39 [57] (7d6+15)

mp 32

Fort +4, Ref +4, Will +7

Resist Fire 5

---

### OFFENSE

Speed 30 ft.

Melee Dagger +4 (1d3+1/19-20)

Ranged Fire Power Staff +5 (1d6+4 fire dmg)

Space 5 ft.; Reach 5 ft.

Special Abilities [Elemental Shield](#) 6 (7/day), [Elemental Seal](#) (1/day), [Metamagic](#)

[Enhancement](#) (4/day), [Innate Spells](#) (1/day each) [Mage Armor]

Special Attacks Goblin Punch

Spells Known (Black Mage CL 7th, Concentration +11)

**At-will (DC 14)** – Bleed, Dark Orb, Daze, Elemental Orb, Ignite, Mending

**1st (DC 15)** – Blind, Charm, Detonate (DC 16), Fire (DC 16), Flame Breath (DC 16), Mage Armor, Sleep, Swim, Wind Armor

**2nd (DC 16)** – Burning Arc (DC 17), Detonate II (DC 17), Fire II (DC 17), Flaming Sphere (DC 17)

**3rd (DC 17)** – Detonate III (DC 18), Dispel, Fira (DC 18), Fire III (DC 18)

**4th (DC 18)** – Comet (DC 19), Fire IV (DC 19)

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### STATISTICS

Str 12, Dex 14, Con 14, Int 18, Wis 14, Cha 6

Base Atk +3; CMB +7; CMD 19

**Feats** Combat Casting, Elemental Focus (fire), Extra MP, Spell Penetration

Skills Appraise +14, Knowledge (arcana, dungeoneering, local, nature, planes) +17, Knowledge

(engineering) +18, Spellcraft +14; Racial Modifiers +2 Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession;

**Languages** Common, Dwarven, Goblin, Moblin, Orc, Terran

SQ [Black Magery](#) (Increased Damage +2), [Clear Mind](#), Craftsman, [Focused Caster](#), Goblin's Unique Handle on Things, [Mage Talent](#) (Empowered Magic, Knowledge is Power, Silent Magic), Master Tinker, Silver Tongued, [Spell Proficiency](#)

Combat Gear cure potion (3), 4th-lvl black mage scroll, Fire Power Staff, Dagger, Ring of Protection +1

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin can launch a wind blast (+5 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 11) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Goblin Patrolman (CR 6)

This goblinoid is the elite gunblade wielders training to become part of the goblin guard.

XP 2.400

Goblin Gunbreaker 7

NE Small Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +12

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## DEFENSE

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**AC** 22, touch 17; flat-footed 19 (+5 armor, +4 shield, +3 dex, +1 size)

**hp** 55 [87] (7d10+17)

**Fort** +9; **Ref** +8; **Will** +4

Defensive Abilities [Keen Edge](#); Resist Fire 5;

---

## OFFENSE

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Speed 20 ft.

**Melee** Gunblade (Std) +9/+4 (1d6+2/19-20)

**Special Abilities** [Aurora](#) (2/day, 2 rounds), [Improved Aurora](#)

**Special Attacks** Goblin Punch, [Gun Arm Techniques](#) (Blast Shield, Fire Cross), [Magicked Ammo](#) (5 pts, +2 dmg)

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## STATISTICS

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Str 13, Dex 16, Con 15, Int 14, Wis 15, Cha 8

Base Atk +7/+2; CMB +7; CMD 20

Feats Point-Blank Shot, Power Attack, Shield Ward, Weapon Focus (Gunblade)

Skills Acrobatics +10, Intimidate +11, Perception +12, Repair +11; Racial Modifiers +2 Bluff, +2

Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin, Terran

**SQ** [Armor Training](#) (+1), Craftsman, Goblin's Unique Handle on Things, [Gunbreaker Talents](#) (Baring Fangs, Elemental Infuse, Ranged Combat Training), [Gunsmith](#), [Gun Arm Mastery](#) (Power

Mastery), [Heart of Stone](#), [Jugular Rip](#), Master Tinker, [Quick Cartridge](#), Silver Tongued

**Gear** cure potion (3), Gunblade (std), gunblade (std) ammo (50), banded mail, light steel shield

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin shaman can launch a wind blast (+10 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 12) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Goblin Priest (CR 6)

This goblinoid wields healing powers of fiery temper to aid her allies into battle.

XP 2,400

Goblin Cleric 7

NE Small Humanoid ([Goblinoid](#))

Init +2; Senses Darkvision 60 ft.; Perception +2

Aura of Resolve (+2 profane bonus to Will saves, 20-ft.-radius)

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## DEFENSE

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**AC** 19, touch 13; flat-footed 17 (+5 armor, +1 shield, +2 dex, +1 size)

**hp** 45 [70] (7d8+14)

**mp** 23

**Fort** +6; **Ref** +4; **Will** +10

Resist Fire 10;

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## OFFENSE

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**Speed** 20 ft. (10 ft. in armor)

**Melee** Rapier +6 (1d4+1/18-20)

**Ranged** Sling +7 (1d3+1)

**Special Abilities** [Battle Rage](#) (5/day), [Blessing of the Faithful](#), [Channel Energy](#) (5/day, 2d6 shadow dmg), [Prayer](#)

**Special Attacks** [Fire Bolt](#) (5/day), Goblin Punch, [Inferno Powers](#) (6/day, Ifrit's Nails, Burning Passion, Inner Flame)

**Spells Known** (Cleric CL 7th, concentration +9)

**At-will (DC 12)** – Bleed, Daze, Dark Orb, Elemental Orb

**1st (DC 13)** – Blind, Charm, Detonate (DC 14), Enfeeblement, Fire (DC 14), Flame Breath (DC 14), Mage Armor, Ruin

**2nd (DC 14)** – Burning Arc (DC 15), Detonate II (DC 15), Fire II (DC 15), Flaming Sphere (DC 15), Silence

**3rd (DC 15)** – Fira (DC 16), Fire III (DC 16)

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## STATISTICS

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Str 12, Dex 15, Con 13, Int 12, Wis 14, Cha 14

Base Atk +5; CMB +5; CMD 17

Feats Combat Casting, Elemental Focus (Fire), Extra MP, Weapon Focus (Rapier)

Skills Diplomacy +13, Heal +12, Knowledge (history, nobility) +11, Spellcraft +11; Racial

Modifiers +2 Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin

**SQ** [Armored Mage](#) (Medium), [Clear Mind](#), Craftsman, [Deific Order \(Infernian \[Fire, War\]\)](#), Goblin's Unique Handle on Things, Master Tinker, Silver Tongued, [Spell Proficiency](#)

**Gear** cure potion (3), Rapier, sling, 10 bullets, scale mail, light wooden shield

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin shaman can launch a wind blast (+7 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 15) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

## Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

## Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Magic Vice (CR 7)

This vice switches between his sickle and staff. The magic vice likes to steal from his victims before escaping.

XP 3,200

Vice Thief 8

NE Medium Humanoid ([Goblinoid](#))

Init +4; Senses Darkvision 60 ft.; Perception +10

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### DEFENSE

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AC 21, touch 15, flat-footed 16 (+4 armor, +4 dex, +2 natural, +1 dodge)

hp 65 (8d8+24)

Fort +5, Ref +10, Will +3

Defensive Abilities [Danger Sense](#) (+2);

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### OFFENSE

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Speed 40 ft.

Melee Mwk Sickle +11/+6 (1d6+4) or Mwk Quarterstaff +9/+4 (1d6+2)

Ranged Mwk Shortbow +11/+6 (1d6)

Special Attacks Greater Magic Hammer, [Sneak Attack](#) (+4d6), [Debilitating Injury](#)

Special Abilities [Mark](#), [Measure the Mark](#)

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### STATISTICS

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Str 14, Dex 18, Con 16, Int 14, Wis 12, Cha 8

Base Atk +6/+1; CMB +8; CMD 22

Feats Combat Expertise, Dodge, Greater Steal, Improved Steal, Quick Steal, Weapon Finesse (Sickle)

Skills Acrobatics +13, Climb +11, Disable Device +13 (+15 vs traps), Disguise +8, Escape Artist +13, Perception +10 (+12 vs surprise attacks, +14 vs trap finding), Sense Motive +10, Sleight of Hand +19, Stealth +13, Use Magic Device +8; Racial Modifiers +4 competence bonus on Steal combat maneuvers and Sleight of Hand

Language Common, Goblin, Undercommon

SQ [Trapfinding](#), [Finesse Training](#) (Sickle), Escape, [Evasion](#), [Improved Theft](#) (+2), [Skilled](#)

[Liar](#), [Thief's Edge](#) (Sleight of Hand), [Thief Talent](#) (Combat Swipe, Fast Fingers, Fast Getaway,

Maneuver Mastery [Steal]), [Uncanny Dodge](#)

Combat Gear cure potions (2), mwk sickle, mwk quarterstaff, mwk shortbow, quiver (20 arrows), chain shirt and 7d10 gil

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## SPECIAL ABILITIES

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### Escape (Ex)

Vice are slightly faster at escaping from their foes and have their speed increased by 10 ft. They tend to escape after they successfully steal an item or lower than 6 hp.

### Greater Magic Hammer (Su)

3/day, a magic vice can summon a magical hammer and launches (+10 ranged touch attack) it at a single target within 30 feet for 3d4 points of MP damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Local DC 21).

### Goblin Bomber (CR 8)

This goblinoid crafts many mysterious of potion making and most importantly bombs.

XP 4,800

Goblin Chemist 9

NE Small Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +13

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## DEFENSE

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**AC** 17, touch 14; flat-footed 14 (+3 armor, +3 dex, +1 size)

**hp** 59 [91] (9d8+19)

**Fort** +8; **Ref** +9; **Will** +4

Resist Fire 5;

---

## OFFENSE

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Speed 20 ft.

**Melee** Rapier +7/+2 (1d4+1/18-20)

**Ranged** +1 Pistol +10/+5 (2d3+1/19-20)

**Special Abilities** [Alchemical Mixture](#) (8/day), [Throw Alchemical Item](#) (30 ft.)

**Special Attacks** [Bomb](#) +10 (5d6+9, DC 19 Reflex), [Discoveries](#) (Alchemical Bullet, Bombard, Darkness Bomb, Enhance Alchemical Item), Goblin Punch

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## STATISTICS

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Str 12, Dex 16, Con 14, Int 20, Wis 12, Cha 8

Base Atk +6/+1; CMB +6; CMD 19

Feats Deadly Aim, Far Shot, Point-Blank Shot, Precise Shot, Weapon Focus (Bomb)

Skills Appraise +17, Craft (Alchemy) +19, Disable Device +15, Heal +19, Perception +13, Sleight of Hand +15, Spellcraft +17, Survival +13, Use Magic Device +11; Racial Modifiers +2 Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin, Orc, Terran

**SQ** [Anesthetic](#), [Craft Alchemical Item](#), Craftsman, Goblin's Unique Handle on Things, [Improved Quaff Potion](#), [Item Lore](#), Master Tinker, [Mix](#), Silver Tongued, [Swift Alchemy](#), [Throw Anything](#)

**Gear** cure potion (4), Rapier, +1 pistol, pistol ammo (10), studded leather armor



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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin can launch a wind blast (+9 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 13) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Goblin Mercenary (CR 8)

This goblinoid is the elite gunblade wielders of the goblin guard.

XP 4,800

Goblin Gunbreaker 9

NE Small Humanoid ([Goblinoid](#))

Init +3; Senses Darkvision 60 ft.; Perception +15

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#### DEFENSE

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**AC** 23, touch 18; flat-footed 20 (+5 armor, +4 shield, +3 dex, +1 size)

**hp** 68 [118] (9d10+28)

**Fort** +12; **Ref** +12; **Will** +6

Defensive Abilities [Keen Edge](#); Resist Fire 5;

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#### OFFENSE

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Speed 20 ft.

**Melee** +1 Gunblade (Std) +14/+9 (1d6+4/19-20)

**Special Abilities** [Aurora](#) (4/day, 3 rounds), [Improved Aurora](#)

**Special Attacks** Goblin Punch, [Gun Arm Techniques](#) (Blast Shield, Danger Zone, Fire Cross), [Magicked Ammo](#) (6 pts, +2 dmg)

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#### STATISTICS

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Str 14, Dex 16, Con 16, Int 14, Wis 16, Cha 8

Base Atk +9/+4; CMB +10; CMD 23

Feats Point-Blank Shot, Power Attack, Precise Shot, Shield Ward, Weapon Focus (Gunblade)  
Skills Acrobatics +13, Intimidate +14, Perception +15, Repair +13; Racial Modifiers +2 Bluff, +2  
Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession  
Languages Common, Goblin, Moblin, Orc, Terran

**SQ** [Armor Training](#) (+2), Craftsman, Goblin's Unique Handle on Things, [Gunbreaker Talents](#) (Baring Fangs, Elemental Infuse, Extra Aurora, Ranged Combat Training), [Gunsmith](#), [Gun Arm Mastery](#) (Power Mastery), [Heart of Light](#), [Heart of Stone](#), [Jugular Rip](#), Master Tinker, [Quick Cartridge](#), Silver Tongued

**Gear** cure potion (4), +1 Gunblade (std), gunblade (std) ammo (50), banded mail, light steel shield

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin shaman can launch a wind blast (+12 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 13) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Goblin Mugger (CR 8)

This goblinoid is stalking in the shadows waiting to snatch his next stash.

XP 4,800

Goblin Thief 9

NE Small Humanoid ([Goblinoid](#))

Init +5; Senses Darkvision 60 ft.; Perception +13

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## DEFENSE

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**AC** 20, touch 17; flat-footed 14 (+3 armor, +5 dex, +1 dodge, +1 size)

**hp** 71 [99] (9d8+27)

**Fort** +5; **Ref** +11; **Will** +5

Defensive Abilities [Danger Sense](#) (+2), [Evasion](#); Resist Fire 5;

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## OFFENSE

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Speed 30 ft.

**Melee** Shortsword +8/+3 (1d4+5/19-20)

**Ranged** +1 Short bow +14/+9 (1d4/x3)

**Special Attacks** [Debilitating Injury](#), Goblin Punch, [Sneak Attack](#) (+5d6)

**Special Abilities** [Mark](#), [Measure the Mark](#)

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## STATISTICS

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Str 12, Dex 20, Con 14, Int 14, Wis 14, Cha 10

Base Atk +6/+1; CMB +7; CMD 22

Feats Dodge, Focused Shot, Point-Blank Shot, Precise Shot, Weapon Focus (Shortbow)

Skills Acrobatics +16, Bluff +18, Disable Device +17, Disguise +16, Escape Artist +16, Knowledge (local) +14, Perception +13 (+15 Traps), Sense Motive +13, Sleight of Hand +16, Stealth +20; Racial Modifiers +2 Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession

Languages Common, Goblin, Moblin

**SQ** [Distraction](#), [Finesse Training](#) (Shortsword), Craftsman, Goblin's Unique Handle on

Things, [Improved Theft](#) (+2), [Improved Uncanny Dodge](#), Master Tinker, Silver Tongued, [Skilled Liar](#), [Thief Talent](#) (Acrobatic Charge, Chink in the Armor, Sniper's Eye, Surprise Attack), [Thief's Edge](#) (Acrobatics), [Trapfinding](#) (+2), [Uncanny Dodge](#)

**Gear** cure potion (4), Shortsword, +1 shortbow, quiver (20 arrows), +1 studded leather armor

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## SPECIAL ABILITIES

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### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin mage can launch a wind blast (+11 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 14) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Goblin Shaman (CR 8)

This goblinoid wields greater fire arts and a fire power staff to attack from far range.

XP 4,800

Goblin Black Mage 9

NE Small Humanoid ([Goblinoid](#))

Init +2; Senses Darkvision 60 ft.; Perception +3

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### DEFENSE

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AC 14, touch 14; flat-footed 12 (+2 dex, +1 size, +1 deflect)

hp 50 [73] (9d6+19)

mp 51

Fort +5, Ref +5, Will +9

Resist Fire 5;

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### OFFENSE

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Speed 30 ft.

Melee Dagger +6 (1d3+1/19-20)

Ranged +1 Fire Power Staff +8 (1d6+5 fire dmg)

Space 5 ft.; Reach 5 ft.

Special Abilities [Elemental Shield](#) 8 (8/day), [Elemental Seal](#) (2/day), [Metamagic Enhancement](#) (5/day), [Innate Spells](#) (1/day each) [Mage Armor, Flaming Sphere]

Special Attacks Goblin Punch

**Spells Known** (Black Mage CL 9th, concentration +14)

**At-will (DC 16)** – Bleed, Dark Orb, Daze, Elemental Orb, Ignite, Mending

**1st (DC 17)** – Blind, Charm, Detonate (DC 18), Fire (DC 18), Flame Breath (DC 18), Mage Armor, Sleep, Swim, Wind Armor

**2nd (DC 18)** – Burning Arc (DC 19), Detonate II (DC 19), Fire II (DC 19), Flaming Sphere (DC 19)

**3rd (DC 19)** – Detonate III (DC 20), Dispel, Fira (DC 20), Fire III (DC 20)

**4th (DC 20)** – Blaze Spikes, Comet (DC 21), Fire IV (DC 21), Volcanic Storm (DC 21)

**5th (DC 21)** – Burn (DC 22), Firaga (DC 22)

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### STATISTICS

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Str 12, Dex 14, Con 14, Int 20, Wis 16, Cha 6

Base Atk +4; CMB +9; CMD 21

**Feats** Combat Casting, Elemental Focus (fire), Extend Spell, Extra MP, Spell Penetration  
Skills Appraise +17, Knowledge (arcana, dungeoneering, local, nature, planes) +21, Knowledge (engineering) +22, Spellcraft +17; Racial Modifiers +2 Bluff, +2 Craft, +2 Diplomacy, +1 Disable Device, +1 Knowledge (engineering), +2 Profession;

**Languages** Common, Dwarven, Giant, Goblin, Moblin, Orc, Terran

SQ [Black Magery](#) (Increased Damage +2, Spell Mastery), [Clear Mind](#), Craftsman, [Dark Affliction](#), [Focused Caster](#), Goblin's Unique Handle on Things, [Mage Talent](#) (Concentrate, Empowered Magic, Knowledge is Power, Silent Magic), Master Tinker, Silver Tongued, [Spell Proficiency](#)

Combat Gear cure potion (3), 4th-lvl black mage scroll, +1 Fire Power Staff, Dagger, Ring of Protection +1

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## SPECIAL ABILITIES

---

### Craftsman (Ex)

Goblins are very gifted with their hands when creating machines and other things and gain a +2 racial bonus on all Craft or Profession checks to create objects from metal, wood, cloth or stone.

### Goblin Punch (Su)

1/day, a goblin shaman can launch a wind blast (+6 ranged touch attack) at a single target within 30 feet. If it hits, the target takes 1d4+3 points of wind damage and must make a Reflex save (DC 12) or fall prone. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Goblin's Unique Handle on Things (Ex)

Goblins are proficient with both short swords and hand axes.

### Master Tinker (Ex)

Whatever you survive makes you a better tinkerer right? Goblins gain a +1 bonus on Disable Device and Knowledge (engineering) checks. Goblins are also treated as proficient with any weapon they have personally crafted.

### Silver Tongued (Ex)

Unlike moblins or other races, goblins are very talkative and eager to sell wares and set up trades with everyone and gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Kobold Family

### Kobold Tinker (CR 1/2)

XP 200

Kobold Chemist 1

LE Medium Humanoid (Kobold)

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +4

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### DEFENSE

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AC 15 (17), touch 12 (14); flat-footed 13 (+2 armor, +2 dex, +1 natural, +2 dodge in caves or rocky terrain)

hp 6 [10] (1d8+2)

Fort +3, Ref +4, Will +0, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 5;

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### OFFENSE

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Speed 30 ft., burrow 20 ft.

Melee Morningstar +0 (1d8+1)

Ranged Sling +2 (1d4)

Space 5 ft.; Reach 5 ft.

**Special Attack** [Bomb](#) +3 (1d6+2, DC 12 Reflex)  
Special Abilities Magic Hammer

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## STATISTICS

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Str 10, Dex 14, Con 12, Int 14, Wis 12, Cha 10

Base Atk +0; CMB +0; CMD 12

Feats Weapon Focus (Bomb)

Skills Appraise +6, Craft (Alchemy) +6, Disable Device +6, Perception +5, Spellcraft +6, Use Magic Device +4; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Moblin, Terran

SQ Cave Dweller, [Craft Alchemical Item](#), Emissary, Master Tinker, Reckless Work, [Throw Anything](#)

Gear cure potion (1), Morningstar, sling (10 bullets), leather armor

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

### Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

### Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, thought not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally “crafted”.

### Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

### Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## Kobold Tradesdealer (CR 1/2)

XP 200

Kobold Thief 1

LE Medium Humanoid (Kobold)

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +4

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### DEFENSE

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AC 17 (19), touch 14 (16), flat-footed 13 (+2 armor, +3 dex, +1 natural, +1 dodge, +2 dodge in caves or rocky terrain)

hp 6 [10] (1d8+2)

Fort +1, Ref +5, Will +0, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 5;

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### OFFENSE

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Speed 30 ft., burrow 20 ft.

Melee Rapier +3 (1d6/18-20)

Ranged Sling +3 (1d4)

Space 5 ft.; Reach 5 ft.

**Special Attack** [Sneak Attack](#) (+1d6)

Special Abilities Magic Hammer, [Mark](#)

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### STATISTICS

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Str 10, Dex 16, Con 12, Int 12, Wis 10, Cha 10

Base Atk +0; CMB +0; CMD 13

Feats Dodge

Skills Acrobatics +7, Appraise +5, Bluff +4, Diplomacy +4, Disable Device +9, Knowledge (local) +5, Perception +4, Sense Motive +4, Stealth +7; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Terran

**SQ** [Finesse Training](#) (Rapier), Cave Dweller, Emissary, Master Tinker, Reckless Work, [Trapfinding](#)

Gear cure potion (1), Rapier, sling (10 bullets), leather armor

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### SPECIAL ABILITIES

---

#### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

#### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

#### Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

## Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally "crafted".

## Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

## Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

This short, mole-like creature, a snout filled with tiny teeth, and a long tail.

## Kobold Watch (CR 1/2)

XP 200

Kobold Fighter 1

LE Medium Humanoid (Kobold)

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +0

---

### DEFENSE

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AC 15 (17), touch 12 (14); flat-footed 14 (+2 armor, +2 dex, +1 natural, +2 dodge in caves or rocky terrain)

hp 7 [10] (1d10+2)

Fort +3, Ref +2, Will +0, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 5;

---

### OFFENSE

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Speed 30 ft., burrow 20 ft.

Melee Spear +3 (1d8+2/x3)

Ranged Sling +3 (1d4)

Space 5 ft.; Reach 5 ft.

Special Abilities Magic Hammer, [Martial Flexibility](#) (3/day)

---

### STATISTICS

---

Str 12, Dex 14, Con 12, Int 12, Wis 10, Cha 8

Base Atk +1; CMB +2; CMD 14

Feats Weapon Focus (Spear)

Skills Acrobatics +6, Knowledge (dungeoneering) +5, Survival +4 (underground +6); Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)  
Languages Common, Goblin, Terran



SQ Cave Dweller, [Chosen Weapon](#) +1 (Polearms), Emissary, Master Tinker, Reckless Work  
Gear Cure potion (1), Spear, sling, 10 bullets, leather armor

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## **SPECIAL ABILITIES**

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### **Bond to the Land (Ex)**

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

### **Cave Dweller (Ex)**

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

### **Emissary (Ex)**

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

### **Magic Hammer (Su)**

Once per day, a kobold can summon a magical hammer and launches (+4 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### **Master Tinker (Ex)**

Like goblins, kobolds are excellent at taking things apart, thought not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally “crafted”.

### **Reckless Work (Ex)**

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

### **Thick Hide (Ex)**

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

### **Kobold Guard (CR 3)**

This mole-like creature stands guard keeping an ever watchful eye, assuming he hasn't fallen asleep on the job again.

XP 800

Kobold Fighter 4

LE Medium Humanoid (Kobold)

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +0

---

## **DEFENSE**

---

AC 19 (21), touch 12 (14); flat-footed 17 (+5 armor, +1 shield, +2 dex, +1 natural, +2 dodge in caves or rocky terrain)  
hp 34 [52] (4d10+12)

Fort +6, Ref +3, Will +1, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 5;

---

## OFFENSE

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Speed 30 ft. (20 ft. in armor), burrow 20 ft.

Melee Longspear +8 (1d8+6/x3)

Ranged Longbow +6 (1d8)

Space 5 ft.; Reach 5 ft.

Special Attack [Overhand Chop](#) +8 (1d8+8/x3)

Special Abilities Magic Hammer, [Martial Flexibility](#) (5/day)

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## STATISTICS

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Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 8

Base Atk +4; CMB +6; CMD 18

Feats Weapon Focus (Longspear), Weapon Specialization (Longspear)

Skills Acrobatics +9, Knowledge (dungeoneering) +8, Survival +7 (underground +9); Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Terran

SQ Cave Dweller, [Chosen Weapon](#) +1 (Polearms), Emissary, [Fighter Talent](#) (Melee Defense, Melee Power), Master Tinker, Reckless Work

Gear Cure potion (2), Longspear, Longbow, 20 arrows, scale mail

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

### Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

### Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+4 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally "crafted".

## Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

## Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## Kobold Quickshot (CR 3)

XP 800

Kobold Gunner 4

LE Medium Humanoid (Kobold)

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +10

---

### DEFENSE

AC 18 (20), touch 14 (16); flat-footed 14 (+3 armor, +3 dex, +1 natural, +1 dodge, +2 dodge in caves or rocky terrain)

hp 26 [40] (4d8+8)

Fort +3, Ref +8, Will +2, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, [Nimble](#) +1, Thick Hide; Resist Earth 5;

---

### OFFENSE

Speed 30 ft., burrow 20 ft.

Melee Morningstar +3 (1d8)

Ranged Pistol +6 touch (2d4+4/19-20)

Space 5 ft.; Reach 5 ft.

**Special Attack** [Deeds](#), [Grit](#) (2 pts)

Special Abilities [Cover Fire](#) (DC 15 Reflex), Magic Hammer

---

### STATISTICS

Str 10, Dex 16, Con 14, Int 12, Wis 14, Cha 10

Base Atk +3; CMB +3; CMD 16

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +9, Knowledge (engineering, technology) +8, Perception +10, Sleight of Hand +9; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Terran

SQ Cave Dweller, Emissary, [Flanking Fire](#), [Gun Training](#) +1 (pistol), [Gunner Style](#) (Rapid Reload), [Gunsmith](#), Master Tinker, [Precision Aiming](#) +1, Reckless Work, [Sharp-Shooting](#)

Gear cure potion (2), Morningstar, pistol, pistol ammo (20), studded leather armor

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### SPECIAL ABILITIES

## Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

## **Cave Dweller (Ex)**

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

## **Emissary (Ex)**

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

## **Magic Hammer (Su)**

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## **Master Tinker (Ex)**

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally "crafted".

## **Reckless Work (Ex)**

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

## **Thick Hide (Ex)**

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## **Kobold Repairtech (CR 3)**

XP 800

Kobold Engineer 4

LE Medium Humanoid (Kobold)

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +8

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### **DEFENSE**

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AC 16 (18), touch 12 (14); flat-footed 14 (+3 armor, +2 dex, +1 natural, +2 dodge in caves or rocky terrain)

hp 26 [40] (4d8+8)

Fort +6, Ref +8, Will +2, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 5;

---

### **OFFENSE**

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Speed 30 ft., burrow 20 ft.

Melee Morningstar +3 (1d8)

Ranged Pistol +5 touch (2d4/19-20)

Space 5 ft.; Reach 5 ft.

Special Attack [Demolish](#) (+1d6)

Special Abilities [Engineer Tricks](#) (Eye for Danger, Utility Tool), Magic Hammer, [Repair](#) (6/day, 2d6), Rough and Ready (1/day)

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## STATISTICS

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Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 10

Base Atk +3; CMB +3; CMD 15

Feats Builder, Point-Blank Shot

Skills Craft (Sculptures, Stonemasonry) +12, Disable Device +12, Knowledge (Engineering, Technology) +14, Perception +8 (+10 traps), Repair +10; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Moblin, Terran

SQ Cave Dweller, [Combat Awareness](#), [Crafter](#), Emissary, Master Tinker, Reckless

Work, [Salvage](#), [Technologist](#), [Tinkering](#)

Gear cure potion (2), Morningstar, pistol, pistol ammo (20), studded leather armor

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

### Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

### Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+5 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally “crafted”.

### Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

### Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

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## ANIMAL COMPANION

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### Quadruped Automaton

N Medium Construct

**Init:** +4; **Senses** low-light vision, scent; Perception +0

**AC** 17, **touch** 12, **flat-footed** 15 (+5 armor, +2 Dex)

**hp** 42 [50] (4d10+20)

**Fort** +2; **Ref** +6; **Will** +2

**Immune** construct traits;

**Speed** 50 ft.

**Melee** Slam +7 (1d8+4)

**Space** 5 ft.; **Reach** 5 ft.

**Special Abilities** Share Trick (Eye for Danger)

Str 16, Dex 15, Con -, Int -, Wis 10, Cha 10

**Base Atk** +4; **CMB** +7; **CMD** 19

**SQ** Armor Plating (Medium)

### Support Druid

N Tiny Construct

**Init:** +3; **Senses** low-light vision; Perception +0

**AC** 15, **touch** 13, **flat-footed** 12 (+1 armor, +3 Dex, +1 natural)

**hp** 21 [30] (2d10+10)

**Fort** +0; **Ref** +3; **Will** +0

**Defensive Abilities** Fine-Tuning; **Immune** construct traits;

**Speed** Fly 30 ft. (perfect)

**Special Abilities** Repair, Shield

Str 7, Dex 17, Con -, Int -, Wis 10, Cha 1

**Base Atk** +1; **CMB** -1; **CMD** 12

### Kobold Blackmarket Dealer (CR 6)

XP 2,400

Kobold Thief 7

LE Medium Humanoid (Kobold)

**Init** +4; **Senses** Darkvision 60 ft., low-light vision; Perception +11 (+14 vs dim light/darkness)

---

## DEFENSE

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**AC** 19 (21), **touch** 15 (17); **flat-footed** 14 (+3 armor, +4 dex, +1 natural, +1 dodge, +2 dodge in caves or rocky terrain)

**hp** 46 [71] (7d8+15)

**Fort** +4, **Ref** +9, **Will** +3, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

**Defensive Abilities** Bond to the Land, [Danger Sense](#) (+2), [Evasion](#), [Improved Uncanny Dodge](#), Thick Hide, [Uncanny Dodge](#); Resist Earth 5;

---

## OFFENSE

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**Speed** 30 ft., burrow 20 ft.

**Melee** +1 Rapier +9 (1d6+2/18-20)

**Ranged** Sling +8 (1d4)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attack** [Debilitating Injury](#), [Sneak Attack](#) (+4d6)

**Special Abilities** Magic Hammer, Mark, Measure the Mark

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## STATISTICS

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Str 12, Dex 18, Con 14, Int 14, Wis 12, Cha 12

Base Atk +5; CMB +6; CMD 20

Feats Careful Speaker, Deceitful, Dodge, Mobility

Skills Acrobatics +13, Appraise +12, Bluff +18, Diplomacy +11, Disable Device +16, Escape Artist +, Knowledge (local) +12, Perception +11 (+14 vs dim light/darkness), Sense Motive +11, Stealth +13 (+16 vs dim light/darkness); Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Moblin, Terran

**SQ** [Finesse Training](#) (Rapier), Cave Dweller, Emissary, [Improved Theft](#) (+2), Master Tinker, Reckless Work, [Skilled Liar](#), [Thief Talent](#) (Black Market Connections, Charmer, Coax Information), [Thief's Edge](#) (Bluff), [Trapfinding](#)

Combat Gear cure potion (3), +1 Rapier, sling (10 bullets), studded leather armor

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

### Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

### Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally "crafted".

### Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

### Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## Kobold Earthcaster (CR 6)

This mole-like creature cast earth like spells to control the very earth around herself.

XP 2,400

Kobold Geomancer 7

LE Medium Humanoid (Kobold)

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +13

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### DEFENSE

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AC 16 (18) [20], touch 12 (14); flat-footed 14 (+3 armor, +2 dex, +1 natural, +2 natural in favorite terrain, +2 dodge in caves or rocky terrain)

hp 41 [66] (7d8+10)

mp 28

Fort +7, Ref +4, Will +8, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 9, Fire 4, Ice 4, Lightning 4, Water 4, Wind 4;

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### OFFENSE

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Speed 30 ft., burrow 20 ft.

Melee +1 Battleaxe +8 (1d8+2/x3)

Ranged Sling +7 (1d4)

**Special Attacks** [Geomancy](#) (11/day, 3d6)

**Special Abilities** [Geomancy Tricks](#) (Improved Geomancy, Subterranean Stride), [Homefield Advantage](#) (1/day, 7 rounds), [Terrain Movement](#) (6/day)

**Spells Known** (Geomancer CL 7th, concentration +10)

**At-will (DC 13)** – Create Water, Detect Magic, Elemental Orb, Ignite, Read Magic, Virtue

**1st (DC 14)** – Burning Disarm, Endure Elements, Icicle Dagger, Jump, Pass without Trace, Produce Flame, Stone Fist (DC 15), Summon Nature's Ally I

**2nd (DC 15)** – Barkskin, Binding Earth (DC 16), Elemental Weapon, Groundswell (DC 16)

**3rd (DC 16)** – Burrow, Communal Wall Climb, Meld into Stone, Stone Shape

**4th (DC 17)** – Comet (DC 18), Earth Glide, Freedom of Movement, Spike Stones (DC 18)

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### STATISTICS

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Str 12, Dex 14, Con 14, Int 12, Wis 16, Cha 10

Base Atk +5; CMB +6; CMD 18

Feats Elemental Focus (Earth), Extend Spell, Extra MP, Weapon Focus (Battleaxe)

Skills Knowledge (Geography) +13, Knowledge (Nature) +15, Perception +13, Spellcraft +13,

Survival +15 (+17 underground); Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Terran

SQ [Armored Mage](#) (light), [Clear Mind](#), [Endure Elements](#), [Favored Terrain](#) (Underground or Urban, +2), Cave Dweller, Emissary, [Geosynchronous](#), [Ley Line](#) +2, Master Tinker, Reckless Work, [Spell Proficiency](#)

Gear cure potion (3), battleaxe +1, sling, 10 bullets, 4th-lvl geomancer scroll, studded leather armor

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### SPECIAL ABILITIES

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#### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.



## Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

## Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

## Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+7 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, thought not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally "crafted".

## Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

## Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## Kobold Gunsman (CR 6)

XP 2,400

Kobold Gunner 7

LE Medium Humanoid (Kobold)

Init +4; Senses Darkvision 60 ft., low-light vision; Perception +15

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### DEFENSE

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AC 19 (21), touch 15 (17); flat-footed 14 (+3 armor, +4 dex, +1 natural, +1 dodge, +2 dodge in caves or rocky terrain)

hp 45 [70] (7d8+14)

Fort +4, Ref +7, Will +5, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, [Disengage](#), [Evasion](#), [Nimble](#) +2, Thick Hide, [Uncanny Dodge](#); Resist Earth 5;

---

### OFFENSE

---

Speed 30 ft., burrow 20 ft.

Melee Morningstar +5 (1d8)

Ranged +1 Pistol +10 touch (2d4+5/19-20)

Space 5 ft.; Reach 5 ft.

**Special Attack** [Deeds](#), [Grit](#) (5 pts)

Special Abilities [Cover Fire](#) (DC 17 Reflex), Magic Hammer

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## STATISTICS

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Str 10, Dex 18, Con 14, Int 12, Wis 16, Cha 10

Base Atk +5; CMB +5; CMD 19

Feats Dodge, Extra Grit, Point-Blank Shot, Precise Shot

Skills Acrobatics +13, Knowledge (engineering, technology) +11, Perception +15, Sleight of Hand +13; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Terran

SQ Cave Dweller, Emissary, [Flanking Fire](#), [Gun Training](#) +1 (pistol), [Gunner Style](#) (Deft Rapid

Reload, Point Blank Master), [Gunsmith](#), [Hairtrigger](#), Master Tinker, [Precision Aiming](#) +2, Reckless Work, [Speed Loader](#), [Sharp-Shooting](#)

Gear cure potion (3), Morningstar, +1 pistol, pistol ammo (20), studded leather armor

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## SPECIAL ABILITIES

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### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

### Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

### Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally “crafted”.

### Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

### Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## Kobold Bomber (CR 8)

XP 4,800

Kobold Chemist 9

LE Medium Humanoid (Kobold)

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +13

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### DEFENSE

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AC 18 (20), touch 13 (15); flat-footed 15 (+4 armor, +3 dex, +1 natural, +2 dodge in caves or rocky terrain)

hp 59 [90] (9d8+19)

Fort +8, Ref +9, Will +4, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 5;

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### OFFENSE

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Speed 30 ft., burrow 20 ft.

Melee Morningstar +7/+2 (1d8+1)

Ranged +1 Pistol +10/+5 touch (2d4+1/19-20)

Space 5 ft.; Reach 5 ft.

**Special Attack** [Bomb](#) +10 (5d6+5, DC 19 Reflex), [Discoveries](#) (Acid Bomb, Cursed Bomb, Enhance Alchemical Item, Explosive Missile)

Special Abilities [Alchemical Mixture](#) (8/day), Magic Hammer, [Throw Alchemical Item](#) (30 ft.)

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### STATISTICS

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Str 12, Dex 16, Con 14, Int 20, Wis 12, Cha 10

Base Atk +6/+1; CMB +7; CMD 20

Feats Deadly Aim, Far Shot, Point Blank Shot, Skill Focus (Craft [Alchemy]), Weapon Focus (Bomb)  
Skills Appraise +16, Craft (Alchemy) +22, Disable Device +14, Heal +19, Perception +13, Sleight of Hand +14, Spellcraft +16, Use Magic Device +12; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Dwarven, Giant, Goblin, Moblin, Orc, Terran

SQ [Anesthetic](#), Cave Dweller, [Craft Alchemical Item](#), Emissary, [Improved Quaff Potion](#), Master Tinker, [Mix](#), Reckless Work, [Swift Alchemy](#), [Throw Anything](#)

Gear cure potion (4), Morningstar, +1 pistol, pistol ammo (20), +1 studded leather armor

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### SPECIAL ABILITIES

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#### Bond to the Land (Ex)

Kobolds gain a +2 dodge bonus to AC when in caves and rocky terrain.

#### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

#### Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

## Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally “crafted”.

## Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

## Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## Kobold Earthbender (CR 8)

This mole-like creature can bend earth at will and mend the very earth around her.

XP 4,800

Kobold Geomancer 9

LE Medium Humanoid (Kobold)

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +15

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### DEFENSE

AC 16 (18) [20], touch 12 (14); flat-footed 14 (+3 armor, +2 dex, +1 natural, +2 natural in favorite terrain, +2 dodge in caves or rocky terrain)

hp 69 [101] (9d8+29)

mp 35

Fort +10, Ref +6, Will +10, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 9, Fire 4, Ice 4, Lightning 4, Water 4, Wind 4;

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### OFFENSE

Speed 30 ft., burrow 20 ft.

Melee +1 Battleaxe +10/+5 (1d8+3/x3)

Ranged Sling +9/+4 (1d4)

**Special Attacks** [Geomancy](#) (14/day, 3d6)

**Special Abilities** [Geomancy Tricks](#) (Improved Geomancy, Stone Scouting, Subterranean Stride), [Homefield Advantage](#) (2/day, +10-ft, 9 rounds), [Terrain Movement](#) (6/day)

**Spells Known** (Geomancer CL 9th, concentration +12)

**At-will (DC 13)** – Create Water, Detect Magic, Elemental Orb, Ignite, Read Magic, Virtue

**1st (DC 14)** – Burning Disarm, Endure Elements, Icicle Dagger, Jump, Pass without Trace, Produce Flame, Stone Fist (DC 15), Summon Nature's Ally I

**2nd (DC 15)** – Barkskin, Binding Earth (DC 16), Elemental Weapon, Groundswell (DC 16)

**3rd (DC 16)** – Burrow, Communal Wall Climb, Meld into Stone, Stone Shape

**4th (DC 17)** – Comet (DC 18), Earth Glide, Freedom of Movement, Spike Stones (DC 18)

**5th (DC 18)** – Passwall, Stoneskin

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## STATISTICS

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Str 14, Dex 14, Con 16, Int 12, Wis 17, Cha 10

Base Atk +6/+1; CMB +8; CMD 20

Feats Elemental Focus (Earth), Extend Spell, Extra MP, Power Attack, Weapon Focus (Battleaxe)

Skills Knowledge (Geography) +15, Knowledge (Nature) +17, Perception +15, Spellcraft +15,

Survival +17 (+19 underground); Racial Modifiers +2 disable device, +2 Knowledge

(dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Terran

SQ [Armored Mage](#) (light), [Clear Mind](#), [Endure Elements](#), [Favored Terrain](#) (Underground or Urban,

+2), Cave Dweller, Emissary, [Geosynchronous](#), [Ley Line](#) +2, Master Tinker, [Nature's](#)

[Armor](#) (+2), [Nature's Resilience](#), Reckless Work, [Spell Proficiency](#)

Gear cure potion (4), battleaxe +1, sling, 10 bullets, 5th-lvl geomancer scroll, studded leather armor, cloak of resistance +1

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## SPECIAL ABILITIES

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### **Bond to the Land (Ex)**

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

### **Cave Dweller (Ex)**

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

### **Emissary (Ex)**

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

### **Magic Hammer (Su)**

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

### **Master Tinker (Ex)**

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally "crafted".

### **Reckless Work (Ex)**

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

### **Thick Hide (Ex)**

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

## Kobold Engineer (CR 8)

XP 4,800

Kobold Engineer 9

LE Medium Humanoid (Kobold)

Init +9; Senses Darkvision 60 ft., low-light vision; Perception +14

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### DEFENSE

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AC 17 (19), touch 12 (14); flat-footed 15 (+4 armor, +2 dex, +1 natural, +2 dodge in caves or rocky terrain)

hp 68 [100] (9d8+28)

Fort +9, Ref +10, Will +5, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, Thick Hide; Resist Earth 5;

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### OFFENSE

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Speed 30 ft., burrow 20 ft.

Melee Morningstar +7/+2 (1d8+1)

Ranged +1 Pistol +10/+5 touch (2d4+1/19-20)

Space 5 ft.; Reach 5 ft.

Special Attack [Demolish](#) (+3d6)

Special Abilities [Engineer Tricks](#) (Brass Earthworm, Eye for Danger, Reconfigure Weapon, Utility Tool), Magic Hammer, [Repair](#) (10/day, 5d6), Rough and Ready (2/day)

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### STATISTICS

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Str 12, Dex 14, Con 16, Int 20, Wis 14, Cha 10

Base Atk +6/+1; CMB +7; CMD 19

Feats Builder, Extra Repair, Gunsmithing, Point-Blank Shot, Weapon Focus (Pistol)

Skills Appraise +17, Craft (Sculptures, Stonemasonry) +21, Disable Device +17 (+21 traps),

Knowledge (dungeoneering) +19, Knowledge (Engineering, Technology) +25, Perception +14 (+18 traps), Repair +17; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2

Survival (underground)

Languages Common, Dwarven, Giant, Goblin, Moblin, Orc, Terran

SQ Cave Dweller, [Combat Awareness](#), [Crafter](#), [Durable Materials](#), Emissary, [Master Craftsman](#),

Master Tinker, [Quick Craft](#), Reckless Work, [Salvage](#), [Technologist](#), [Tinkering](#)

Gear cure potion (4), Morningstar, +1 pistol, pistol ammo (20), +1 studded leather armor

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### SPECIAL ABILITIES

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#### Bond to the Land (Ex)

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

#### Cave Dweller (Ex)

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.

## Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

## Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally “crafted”.

## Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

## Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

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## ANIMAL COMPANION

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### Quadruped Automaton

N Large Construct

**Init:** +4; **Senses** low-light vision, scent; Perception +0

**AC** 22, **touch** 13, **flat-footed** 19 (+9 armor, +3 Dex)

**hp** 74 [110] (8d10+30)

**Fort** +5; **Ref** +9; **Will** +5

**DR** 5/-; **Immune** construct traits;

**Speed** 50 ft.

**Melee** Slam +16 (1d8+8)

**Space** 5 ft.; **Reach** 5 ft.

**Special Abilities** Share Trick (Eye for Danger, Utility Tool)

Str 26, Dex 14, Con -, Int -, Wis 10, Cha 10

**Base Atk** +8; **CMB** +11; **CMD** 24

**SQ** Armor Plating (Medium)

### Support Druid

N Tiny Construct

**Init:** +3; **Senses** low-light vision; Perception +0

**AC** 16, **touch** 14, **flat-footed** 12 (+1 armor, +3 Dex, +1 dodge, +1 natural)

**hp** 32 [50] (4d10+10)

**Fort** +3; **Ref** +6; **Will** +3

**Defensive Abilities** Fine-Tuning; **Immune** construct traits;

**Speed** Fly 30 ft. (perfect)

**Special Abilities** Repair, Shield

Str 7, Dex 17, Con -, Int -, Wis 10, Cha 1

**Base Atk +3; CMB +0; CMD 13**

**Feats** Dodge

## **Kobold Marksman (CR 8)**

XP 4,800

Kobold Gunner 9

LE Medium Humanoid (Kobold)

Init +5; Senses Darkvision 60 ft., low-light vision; Perception +18

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### **DEFENSE**

AC 21 (23), touch 16 (18); flat-footed 15 (+4 armor, +5 dex, +1 natural, +1 dodge, +2 dodge in caves or rocky terrain)

hp 67 [99] (9d8+27)

Fort +6, Ref +11, Will +6, +4 racial bonus on Constitution and Fortitude saves to avoid fatigue and exhaustion;

Defensive Abilities Bond to the Land, [Disengage](#), [Evasion](#), [Nimble](#) +2, Thick Hide, [Uncanny Dodge](#); Resist Earth 5;

---

### **OFFENSE**

Speed 30 ft., burrow 20 ft.

Melee Morningstar +7/+2 (1d8+1)

Ranged +1 Pistol +12/+7 touch (2d4+8/19-20)

Space 5 ft.; Reach 5 ft.

**Special Attack** [Belly Shot](#) (+1d6), [Deeds](#), [Grit](#) (5 pts)

Special Abilities [Cover Fire](#) (DC 19 Reflex), Magic Hammer

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### **STATISTICS**

Str 12, Dex 20, Con 16, Int 12, Wis 17, Cha 10

Base Atk +6/+1; CMB +7; CMD 22

Feats Dodge, Extra Grit, Mobility, Point-Blank Shot, Precise Shot

Skills Acrobatics +15, Knowledge (engineering, technology) +13, Perception +18, Sleight of Hand +15; Racial Modifiers +2 disable device, +2 Knowledge (dungeoneering), and +2 Survival (underground)

Languages Common, Goblin, Terran

SQ Cave Dweller, [Close Combat Shot](#), Emissary, [Flanking Fire](#), [Gun Training](#) +2 (pistol), [Gunner Style](#) (Deft Rapid Reload, Point Blank Master), [Gunsmith](#), [Hairtrigger](#), Master Tinker, [Precision Aiming](#) +3, Reckless Work, [Speed Loader](#), [Sharp-Shooting](#)

Gear cure potion (4), Morningstar, +1 pistol, pistol ammo (20), +1 studded leather armor

---

### **SPECIAL ABILITIES**

#### **Bond to the Land (Ex)**

Kobold gain a +2 dodge bonus to AC when in caves and rocky terrain.

#### **Cave Dweller (Ex)**

Kobolds have vast knowledge on dungeons and survival and therefore gain a +2 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.



## Emissary (Ex)

Kobolds are decent on making trade offers to the once famous pirates of Lominsa and know exactly how to swindle their way into getting precious metals and ores. Once per day, kobolds can roll twice when making a Bluff or Diplomacy check and take the better roll.

## Magic Hammer (Su)

Once per day, a kobold can summon a magical hammer and launches (+8 ranged touch attack) it at a single target within 30 feet for 1d4 points of MP damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Local DC 17).

## Master Tinker (Ex)

Like goblins, kobolds are excellent at taking things apart, though not as much as putting them back together and gain a +2 racial bonus on Disable Device skill checks. Kobolds are also treated as proficient with any weapon they have personally “crafted”.

## Reckless Work (Ex)

Kobolds receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

## Thick Hide (Ex)

Kobolds have thick hair all over them and gain a +1 natural armor bonus to their Armor Class.

# Kojin Family

## Kojin Guard (CR 1)

XP 400

Kojin Samurai 1

LE Medium Humanoid (Kojin, [Reptilian](#))

Init +1; Senses Water Sense, Low-light vision; Perception +6

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### DEFENSE

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**AC** 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 natural)

**hp** 9 [14] (1d10+4)

**Fort** +5, **Ref** +1, **Will** +4

**Defensive Abilities** Hide in Shell, Shell; **Resist** Water 5;

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### OFFENSE

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Speed (20 ft. in armor) 30 ft., Swim 30 ft.

Melee Katana +5 (1d8+3/18-20)

Special Attacks [Combo Finisher](#) (Art of the Sword), [Iaijutsu Strike](#) +1d6, [Kenki Techniques](#)

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### STATISTICS

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Str 16, Dex 12, Con 16, Int 10, Wis 14, Cha 8

**Base Atk** +1; **CMB** +4; **CMD** 15

**Feats** Weapon Focus (Katana)

**Skills** Perception +6, Sense Motive +6; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin

SQ Eastern Weapon Familiarity, Natural Swimmers, Skilled Traders

**Gear** cure potion (1), katana, do-maru

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

### Kojin Nightblade (CR 1)

XP 400

Kojin Ninja 1

NE Medium Humanoid (Kojin, [Reptilian](#))

Init +2; Senses Water Sense, Low-light vision; Perception +5

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## DEFENSE

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**AC** 15, touch 13, flat-footed 13 (+1 Wis, +2 Dex, +1 natural, +1 AC Bonus)

**HP** 8 [11] (1d8+3)

Fort +2, Reflex +4, Will +1;  
Defensive Abilities Hide in Shell, Shell; Resist Water 5;

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## OFFENSE

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Speed 30 ft., Swim 30 ft.  
Melee Katana +3 (1d8+3/18-20)  
Ranged Shuriken +2 (1d2+2)  
Special Attacks [Sneak Attack](#) +1d6  
Special Abilities [Poison Use](#)

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## STATISTICS

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Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 8  
**Base Atk** +0; **CMB** +2; **CMD** 15  
**Feats** Weapon Focus (Katana)  
**Skills** Acrobatics +10, Climb +10, Diplomacy +8, Disable Device +10, Escape Artist +10, Knowledge (local) +8, Perception +9, Sleight of Hand +10, Stealth +10; Racial Modifiers +2 Bluff, +2 Diplomacy;  
**Languages** Common, Kojin, Orc  
SQ [AC Bonus](#), Eastern Weapon Familiarity, Natural Swimmers, Skilled Traders  
**Gear** cure potion (1), katana, shuriken (10)

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Kojin Startracker (CR 1)

XP 400

Kojin Astrologian 1

NE Medium Humanoid (Kojin, Reptilian)

Init +2; Senses Water Sense, Low-light vision; Perception +7

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### DEFENSE

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**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 4 [7] (1d6+1)

**mp** 6

**Fort** +1, **Ref** +2, **Will** +5

**Defensive Abilities** Hide in Shell, Shell; **Resist** Water 5;

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### OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee Wakizashi -4 (1d6/18-20)

**Ranged** Water Power Rod +2 (1d4+3 water dmg) or Star Globe +2 touch (1d4+3 non-elemental dmg)

**Special Abilities** [Draw](#) (4/day), [Prescience](#) (6/day)

**Spells Known** (Astrologian CL 1st, Concentration +4)

**At will (DC 13)** – Burst of Light, Daze, Detect Magic, Resistance

**1st (DC 14)** – Anticipate Peril, Cure, Deprotect, Deshell, Fearna, Mage Armor

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### STATISTICS

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Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 8

**Base Atk** +0; **CMB** +0; **CMD** 12

**Feats** Extra MP

**Skills** Appraise +4, Heal +7, Perception +7, Spellcraft +4; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin

**SQ** Eastern Weapon Familiarity, Natural Swimmers, Skilled Traders, [Spell Proficiency](#)

**Gear** cure potion (1), wakizashi, water power rod

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### SPECIAL ABILITIES

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## Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

## Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this

form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

## Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

## Shell (Ex)

Kojins have a natural armor bonus of +1.

## Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Kojin Brawler (CR 4)

XP 1,200

Kojin Monk 4

LE Medium Humanoid (Kojin, [Reptilian](#))

Init +2; Senses Water Sense, Low-light vision; Perception +9

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### DEFENSE

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**AC** 16, touch 15, flat-footed 14 (+2 Wis, +2 Dex, +1 natural, +1 AC Bonus)

**hp** 34 [52] (4d10+12)

**Fort** +7, **Ref** +6, **Will** +3

**Defensive Abilities** [Evasion](#), Hide in Shell, Shell; **Resist** Water 5;

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### OFFENSE

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Speed 40 ft., Swim 30 ft.

Melee Unarmed Strike +8 (1d8+5)

Special Attacks [Blitz Techniques](#), [Combo Finishers](#) (Lightning Kick, Pummel), [Flurry of Blows](#) +7/+7 (1d4+5)

Special Abilities [Stunning Fist](#) +7 (1d8+5; DC 14 Fort negates) [5/day], [Ki Pool](#) (6 pts), [Ki Powers](#) (Chakra, Feather Balance)

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### STATISTICS

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Str 16, Dex 14, Con 16, Int 10, Wis 14, Cha 8

**Base Atk** +4; **CMB** +7; **CMD** 21

**Feats** Weapon Focus (Unarmed), Weapon Specialization (Unarmed)

**Skills** Acrobatics +9, Escape Artist +9, Perception +9, Sense Motive +9; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin

SQ [AC Bonus](#), Eastern Weapon Familiarity, [Fast Movement](#) (+10 ft.), [Martial Arts](#) (1d8), Natural Swimmers, Skilled Traders  
**Gear** cure potion (2)

---

## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

### Kojin Footman (CR 4)

XP 1,200

Kojin Fighter 4

NE Medium Humanoid (Kojin, [Reptilian](#))

Init +1; Senses Water Sense, Low-light vision; Perception +1

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## DEFENSE

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**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 shield, +1 Dex, +1 natural)

**hp** 32 [60] (4d10+20)

**Fort** +5, **Ref** +1, **Will** +4

**Defensive Abilities** Hide in Shell, Shell; **Resist** Water 5;

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## OFFENSE

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Speed (20 ft. in armor) 30 ft., Swim 30 ft.  
Melee Nodachi +9 (1d10+9/18-20)  
Ranged Composite Longbow +5 (1d8+3/x3)  
Special Attacks [Overhand Chop](#) +8 (1d8+11/18-20)  
Special Abilities [Martial Flexibility](#) (5/day)

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## STATISTICS

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Str 16, Dex 12, Con 18, Int 10, Wis 12, Cha 8  
**Base Atk** +4; **CMB** +7; **CMD** 18  
**Feats** Weapon Focus (Nodachi), Weapon Specialization (Nodachi)  
**Skills** Intimidate +6, Swim +8; Racial Modifiers +2 Bluff, +2 Diplomacy;  
**Languages** Common, Kojin  
SQ [Chosen Weapon](#) +1 (Heavy Blades), Eastern Weapon Familiarity, [Fighter Talent](#) (Melee Defense, Melee Power), Natural Swimmers, Skilled Traders  
**Gear** cure potion (2), nodachi, kusari gusoku, composite longbow, 20 arrows

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## SPECIAL ABILITIES

---

### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Kojin Tactician (CR 4)

XP 1,200

Kojin Time Mage 4

NE Medium Humanoid (Kojin, Reptilian)

Init +4; Senses Water Sense, Low-light vision; Perception +8

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### DEFENSE

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**AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

**hp** 22 [32] (4d6+8)

**mp** 13

**Fort** +3, **Ref** +3, **Will** +5

**Defensive Abilities** Hide in Shell, Shell; **Resist** Water 5;

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### OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee Wakizashi -1 (1d6+1/18-20)

**Ranged** +1 Water Power Rod +5 (1d4+2 water dmg)

Special Abilities [Motes of Time](#) (7/day), [Temporal Hiccup](#) (6/day), [Temporal Precognition](#) (+1), [Temporal Talents](#) (Accelerate, Evasion), Time Flicker (4 min/day)

**Spells Known** (Time Mage CL 4th, Concentration +7)

**At will (DC 13)** – Amanuensis, Daze, Detect Magic, Grab, Moment

**1st (DC 14)** – Anticipate Peril, Deceleration, Delayed Opponent, Mage Armor, Defensive Precognition, Omen of Peril, Shield

**2nd (DC 15)** – Delay Response, Dimension Hop, Recall Agony, Slow Magic

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### STATISTICS

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Str 12, Dex 14, Con 14, Int 16, Wis 12, Cha 8

**Base Atk** +2; **CMB** +3; **CMD** 15

**Feats** Extend Spell, Extra MP

**Skills** Appraise +10, Knowledge (Geography, Planes) +10, Perception +8, Spellcraft +10; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Draconic, Dwarven, Kojin, Orc

**SQ** [Ahead of Time](#), Eastern Weapon Familiarity, Natural Swimmers, Skilled Traders, [Spell Proficiency](#)

**Gear** cure potion (2), wakizashi, +1 water power rod

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### SPECIAL ABILITIES

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#### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

#### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this



form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

## Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

## Shell (Ex)

Kojins have a natural armor bonus of +1.

## Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Kojin Astrologist (CR 7)

XP 3,200

Kojin Astrologian 7

NE Medium Humanoid (Kojin, [Reptilian](#))

Init +11; Senses Water Sense, Low-light vision; Perception +15

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### DEFENSE

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**AC** 16, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 natural, +1 deflect)

**hp** 35 [56] (7d6+14)

**mp** 33

**Fort** +4, **Ref** +5, **Will** +10

**Defensive Abilities** Hide in Shell, Shell; **Resist** Water 5;

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### OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee Wakizashi +4 (1d6+1/18-20)

**Ranged** Water Power Rod +6 (1d4+5 water dmg) or Star Globe +6 touch (1d4+5 non-elemental dmg)

**Special Abilities** [Astrology Secrets](#) (Guiding Star, Starlight

Agility), [Draw](#) (14/day), [Lightspeed](#) (8/day), [Prescience](#) (8/day), [Royal Road](#)

**Spells Known** (Astrologian CL 7th, Concentration +12)

**At will (DC 15)** – Burst of Light, Daze, Detect Magic, Guidance, Read Magic, Resistance

**1st (DC 16)** – Anticipate Peril, Cure, Deprotect, Deshell, Fearna, Mage Armor, Protect, Regen

**2nd (DC 17)** – Aid, Cure II, Future's Boon, Silence

**3rd (DC 18)** – Barrier, Cura, Cure III, Dispel

**4th (DC 19)** – Esuna, Mithra's Grace

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## STATISTICS

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Str 12, Dex 16, Con 14, Int 12, Wis 20, Cha 8

**Base Atk** +3; **CMB** +4; **CMD** 13

**Feats** Dodge, Empower Spell, Extend Spell, Extra Draw, Extra MP, Improved Initiative

**Skills** Appraise +10, Fly +13, Heal +15, Perception +15, Spellcraft +10; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin, Orc

**SQ** [Clear Mind](#), Eastern Weapon Familiarity, [Essential Dignity](#), [Forewarned](#), Natural Swimmers, Skilled Traders, [Spell Proficiency](#), [The Heavenly Paths](#)

**Gear** cure potion (3), wakizashi, water power rod, ring of protection +1

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

### Kojin Ninja (CR 7)

XP 3,200

Kojin Ninja 7

NE Medium Humanoid (Kojin, [Reptilian](#))

Init +7; Senses Water Sense, Low-light vision; Perception +9

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## DEFENSE

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**AC** 19, touch 16, flat-footed 14 (+2 Wis, +3 Dex, +1 natural, +2 AC Bonus, +1 deflect)

HP 76 [108] (7d8+35)

Fort +5, Reflex +8, Will +4;

Defensive Abilities Hide in Shell, Shell, [Uncanny Dodge](#); Resist Water 5;

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## OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee Katana +9 (1d8+4/18-20)

Ranged Shuriken +8 (1d2+3)

Special Attacks [Sneak Attack](#) +4d6

Special Abilities [Ki Pool](#) (5 pts), [Ninjutsu](#) (Concealment, Ki Blade, Shadow Clone), [Poison Use](#)

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## STATISTICS

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Str 16, Dex 17, Con 16, Int 13, Wis 14, Cha 8

**Base Atk** +5; **CMB** +8; **CMD** 24

**Feats** Combat Expertise, Improved Initiative, Power Attack, Weapon Focus (Katana)

**Skills** Acrobatics +10, Climb +10, Diplomacy +8, Disable Device +10, Escape Artist +10,

Knowledge (local) +8, Perception +9, Sleight of Hand +10, Stealth +10; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin, Orc

SQ [AC Bonus](#), Eastern Weapon Familiarity, [Light Steps](#), Natural Swimmers, [Ninja Tricks](#) (Bleeding Attack, Palm Throw, Shadow Duplicate), [No Trace](#) +2, Skilled Traders

**Gear** cure potion (3), katana, shuriken (10), ring of protection +1

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

## Shell (Ex)

Kojins have a natural armor bonus of +1.

## Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Kojin Sentinel (CR 7)

XP 3,200

Kojin Monk 7

LE Medium Humanoid (Kojin, Reptilian)

Init +2; Senses Water Sense, Low-light vision; Perception +13

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### DEFENSE

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**AC** 19, touch 16, flat-footed 14 (+3 Wis, +2 Dex, +1 natural, +2 AC Bonus, +1 deflect)

**hp** 62 [94] (7d10+24)

**Fort** +8, **Ref** +7, **Will** +5

**Defensive Abilities** [Evasion](#), Hide in Shell, Shell; **Resist** Water 5;

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### OFFENSE

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Speed 50 ft., Swim 30 ft.

Melee Unarmed Strike +11/+6 (1d8+6)

Special Attacks [Blitz Techniques](#), [Combo Finishers](#) (Arm of the Destroyer, Final Heaven, Lightning Kick, Pummel), [Flurry of Blows](#) +11/+11/+6 (2d4+6/19-20)

Special Abilities [Stunning Fist](#) +11 (2d4+6/19-20; DC 16 Fort negates) [8/day], [Ki Pool](#) (10 pts), [Ki Powers](#) (Elemental Fury, Feather Balance)

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### STATISTICS

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Str 17, Dex 15, Con 17, Int 10, Wis 16, Cha 8

**Base Atk** +7/+2; **CMB** +10; **CMD** 24

**Feats** Tiger Claws, Tiger Style, Weapon Focus (Unarmed), Weapon Specialization (Unarmed)

**Skills** Acrobatics +12, Escape Artist +12, Perception +13, Sense Motive +13; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin

SQ [AC Bonus](#), Eastern Weapon Familiarity, [Fast Movement](#) (+20 ft.), [Martial Arts](#) (1d8), Natural Swimmers, Skilled Traders

**Gear** cure potion (3), ring of protection +1

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### SPECIAL ABILITIES

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## Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

## Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

## Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

## Shell (Ex)

Kojins have a natural armor bonus of +1.

## Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Kojin Assassin (CR 9)

XP 6,400

Kojin Ninja 9

NE Medium Humanoid (Kojin, [Reptilian](#))

Init +8; Senses Water Sense, Low-light vision; Perception +12

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### DEFENSE

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AC 22, touch 18, flat-footed 15 (+3 Wis, +4 Dex, +1 natural, +3 AC Bonus, +1 deflect)

HP 76 [108] (9d8+36)

Fort +7, Reflex +10, Will +6;

Defensive Abilities Hide in Shell, [Improved Uncanny Dodge](#), Shell, [Uncanny Dodge](#); Resist Water 5;

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### OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee +1 Katana +11/+6 (1d8+4/18-20)

Ranged Shuriken +10/+5 (1d2+3)

Special Attacks [Sneak Attack](#) +5d6

Special Abilities [Ki Pool](#) (9 pts), [Ninjutsu](#) (Concealment, Ghost Step, Ki Blade, Shadow Clone), [Poison Use](#)

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## STATISTICS

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Str 16, Dex 18, Con 18, Int 14, Wis 16, Cha 8

**Base Atk** +6/+1; **CMB** +9; **CMD** 27

**Feats** Combat Expertise, Extra Ki, Improved Initiative, Power Attack, Weapon Focus (Katana)

**Skills** Acrobatics +13, Bluff +12, Climb +12, Diplomacy +12, Disable Device +13, Escape Artist +13, Knowledge (local) +11, Perception +12, Sleight of Hand +13, Stealth +13; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Giant, Kojin, Orc

SQ [AC Bonus](#), Eastern Weapon Familiarity, [Light Steps](#), Natural Swimmers, [Ninja Tricks](#) (Bleeding Attack, Deadly Range, Palm Throw, Shadow Duplicate), [No Trace](#) +3, Skilled Traders

**Gear** cure potion (4), +1 katana, shuriken (10), ring of protection +1

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

### Kojin Time Mage (CR 9)

XP 6,400

Kojin Time Mage 9

NE Medium Humanoid (Kojin, Reptilian)

Init +4; Senses Water Sense, Low-light vision; Perception +14

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## DEFENSE

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**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 58 [81] (9d6+27)

**mp** 45

**Fort** +6, **Ref** +6, **Will** +8

**Defensive Abilities** Hide in Shell, [Reactive System](#), Shell; **Resist** Water 5;

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## OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee +1 Wakizashi +7 (1d6+3/18-20)

**Ranged** +1 Water Power Rod +8 (1d4+5 water dmg)

Special Attacks [Aevun](#) (2/day)

Special Abilities [Foretell](#) (9/day), [Motes of Time](#) (14/day), [Temporal Hiccup](#) (7/day), [Temporal Precognition](#) (+2), [Temporal Talents](#) (Accelerate, Evasion, Old Wounds, Uncanny Dodge), Time Flicker (9 min/day), [Time Shift](#) (3/week and no more 1/day)

**Spells Known** (Time Mage CL 9th, Concentration +13)

**At will (DC 14)** – Amanuensis, Daze, Detect Magic, Grab, Moment, Timer

**1st (DC 15)** – Anticipate Peril, Deceleration, Delayed Opponent, Mage Armor, Defensive Precognition, Omen of Peril, Shield

**2nd (DC 16)** – Delay Response, Dimension Hop, Recall Agony, Slow Magic

**3rd (DC 17)** – Blink, Dispel, Haste, Slow

**4th (DC 18)** – Corrode, Dimension Door, Shieldra, Temporal Jolt

**5th (DC 19)** – Gravity, Telekinesis

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## STATISTICS

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Str 14, Dex 16, Con 16, Int 18, Wis 14, Cha 8

**Base Atk** +4; **CMB** +6; **CMD** 19

**Feats** Extend Spell, Extra Motes, Extra MP, Heighten Spell, Silent Spell

**Skills** Appraise +16, Knowledge (Arcana, Geograpy, Planes) +16, Perception +14, Spellcraft +16; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Draconic, Dwarven, Kojin, Orc

**SQ** [Ahead of Time](#), [Clear Mind](#), Eastern Weapon Familiarity, Natural Swimmers, Skilled Traders, [Spell Proficiency](#), [Temporal Attunement](#)

**Gear** cure potion (4), +1 wakizashi, +1 water power rod

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this

form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

## Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

## Shell (Ex)

Kojins have a natural armor bonus of +1.

## Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Kojin Trooper (CR 9)

XP 6,400

Kojin Fighter 9

NE Medium Humanoid (Kojin, Reptilian)

Init +2; Senses Water Sense, Low-light vision; Perception +2

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### DEFENSE

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**AC** 22, touch 12, flat-footed 20 (+8 armor, +1 shield, +2 Dex, +1 natural)

**hp** 103 [144] (9d10+54)

**Fort** +11, **Ref** +8, **Will** +5

**Defensive Abilities** Hide in Shell, Shell; **Resist** Water 5;

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### OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee +1 Nodachi +17/+12 (1d10+8/15-20)

Ranged Composite Longbow +11/+6 (1d8+4/x3)

Special Attacks [Overhand Chop](#) +17 (1d10+14/15-20), [Backswing](#) +17/+12 (1d10+14/15-20)

Special Abilities [Martial Flexibility](#) (7/day), [Reliable Strike](#) (8/day)

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### STATISTICS

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Str 18, Dex 14, Con 20, Int 10, Wis 14, Cha 8

**Base Atk** +9/+4; **CMB** +13; **CMD** 25

**Feats** Improved Critical (Nodachi), Power Attack, Vital Strike, Weapon Focus (Nodachi), Weapon Specialization (Nodachi)

**Skills** Intimidate +11, Swim +14; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin

SQ [Chosen Weapon](#) +3 (Heavy Blades), Eastern Weapon Familiarity, [Fighter Talent](#) (Fast Movement,



Melee Defense, Melee Power), Natural Swimmers, [Rapid Attack](#), Skilled Traders  
**Gear** cure potion (4), +1 nodachi, o-yoroi, composite longbow, 20 arrows

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

### Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

### Kojin Veteran (CR 9)

XP 6,400

Kojin Samurai 9

LE Medium Humanoid (Kojin, Reptilian)

Init +3; Senses Water Sense, Low-light vision; Perception +16

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## DEFENSE

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**AC** 22, touch 11, flat-footed 21 (+8 armor, +2 shield, +1 Dex, +1 natural)

**hp** 85 [126] (9d10+36)

**Fort** +10, **Ref** +4, **Will** +10

**Defensive Abilities** [Blade Block](#) (+1), [Blocking Cuts](#), Hide in Shell, Shell; **Resist Water** 5;

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## OFFENSE

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Speed 30 ft., Swim 30 ft.

Melee +1 Katana +16/+11 (1d8+11/16-20)

Special Attacks [Brutal Slash](#), [Combo Finisher](#) (Art of the Sword, Dragon, Gekko, Yukikaze), [Iaijutsu Strike](#) +5d6, [Kenki Techniques](#)

Special Abilities [Bushido Arts](#) (Clean Slate, Fingersnap, Hasso, Ikishoten), [Bushido Pool](#) (5 pts), [Meditate](#), [Resolve](#) (4/day)

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## STATISTICS

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Str 18, Dex 14, Con 20, Int 10, Wis 14, Cha 8

**Base Atk** +9/+4; **CMB** +13; **CMD** 24

**Feats** Cleave, Critical Focus, Improved Critical (Katana) Power Attack, Weapon Focus (Katana)

**Skills** Perception +16, Sense Motive +16; Racial Modifiers +2 Bluff, +2 Diplomacy;

**Languages** Common, Kojin

SQ [Armor Training](#) (2), Eastern Weapon Familiarity, Natural Swimmers, [One with the Sword](#) (+2), Skilled Traders, [Weapon Expertise](#)

**Gear** cure potion (4), +1 katana, o-yoroi

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## SPECIAL ABILITIES

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### Eastern Weapon Familiarity (Ex)

Kojins treat the following weapons as martial weapons: kama, katana, kusarigama, naginata, nunchaku, sai, shuriken, siangham, and wakizashi.

### Hide in Shell (Ex)

As a full round action, kojins may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Natural Swimmers (Ex)

Kojins have a swim speed of 30 feet and as such they do not have to make a swim check in order to swim under normal circumstances. They have a +8 racial bonus to swim checks to perform a special action or avoid a hazard. Though kojins cannot breathe water, they are able hold their breath for a number of rounds equal to four times their Constitution score before making drowning checks. Nor do standard or full-round actions reduce this time.

### Shell (Ex)

Kojins have a natural armor bonus of +1.

### Skilled Traders (Ex)

Kojins gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

## Water Sense (Ex)

Kojins can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

## Merfolk Family

### Merfolk Minstrel (CR 1)

XP 400

Merfolk Bard 1

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +6; Senses Low-light vision; Perception +5

---

#### DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 dex, +2 natural)

hp 7 [11] (1d8+3)

mp 3

Fort +2, Ref +6, Will +3

Defensive Abilities Hard Scale, Legless; Resist Water 5;

---

#### OFFENSE

Speed 5 ft., swim 50 ft.

**Melee** Rapier +1 (1d6+1/18-20)

**Ranged** Shortbow +2 (1d6/x3)

**Special Abilities** [Bardic Performance](#) (6 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 13), [Inspire Courage](#) +1

**Spells Known** (Bard CL 1st, Concentration +3)

**At will (DC 12)** – Lullaby, Song of Serenity

**1st (DC 13)** – Army's Paeon, Elemental Carol, Foe Requiem, Joyful Noise, Quick Etude

---

#### STATISTICS

Str 12, Dex 14, Con 14, Int 12, Wis 12, Cha 14

Base Atk +0; CMB +1; CMD 13 (cannot be tripped)

**Feats** Improved Initiative

**Skills** Acrobatics +6, Bluff +6, Disguise +6, Perception +5, Perform (Harp) +5, Perform (Sing) +7, Spellcraft +5;

**Languages** Aquan, Common, Draconic

**SQ** Amphibious, [Minor Aura](#) (Watchful Eye), Seasinger, Trident Expert

**Gear** cure potion (1), rapier, leather armor, shortbow, arrows 10, harp

---

#### SPECIAL ABILITIES

### Amphibious (Ex)

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

### Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

## Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

## Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

## Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk White Mage (CR 1)

XP 400

Merfolk White Mage 1

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +2; Senses Low-light vision; Perception +6

---

### DEFENSE

---

AC 14, touch 12; flat-footed 12 (+2 dex, +2 natural)

hp 6 [9] (1d6+3)

mp 6

Fort +2, Ref +2, Will +4

Defensive Abilities Hard Scale, Legless; Resist Water 5;

---

### OFFENSE

---

Speed 5 ft., swim 50 ft.

**Melee** Trident +1 (1d8+1/19-20)

**Ranged** Water Power Staff +2 (1d6+1 water)

**Spells Known** (White Mage CL 1st, Concentration +3)

**At will (DC 16)** – Alleviate, Daze, Guidance, Holy Orb

**1st (DC 17)** – Blind, Cure, Dia, Heal, Mage Armor

---

### STATISTICS

---

Str 12, Dex 14, Con 14, Int 10, Wis 14, Cha 12

Base Atk +0; CMB +1; CMD 13 (cannot be tripped)

**Feats** Extra MP

**Skills** Perception +6, Spellcraft +4;

**Languages** Aquan, Common

**SQ** Amphibious, Seasinger, [Spell Proficiency](#), Trident Expert, [White Magery](#) (Spell Mastery)

**Gear** cure potion (1), water power staff, trident

---

### SPECIAL ABILITIES

---

## Amphibious (Ex)

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

## Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

## Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

## Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

## Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk Sea Watch (CR 1)

XP 400

Merfolk Fencer 1

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +3; Senses Low-light vision; Perception +1

---

### DEFENSE

---

AC 18, touch 14; flat-footed 14 (+3 dex, +2 armor, +1 dodge, +2 natural)

hp 8 [13] (1d10+3)

Fort +2, Ref +5, Will +1

Defensive Abilities Hard Scale, Legless; Resist Water 5;

---

### OFFENSE

---

Speed 5 ft., swim 50 ft.

**Melee** Rapier +5 (1d6+1/18-20)

**Ranged** Shortbow +4 (1d6/x3)

**Special Attacks** [Deeds](#), [Panache](#) (2 pts)

---

### STATISTICS

---

Str 12, Dex 16, Con 14, Int 10, Wis 12, Cha 14

Base Atk +1; CMB +2; CMD 15 (cannot be tripped)

**Feats** Weapon Focus (Rapier)

**Skills** Acrobatics +6, Bluff +6, Diplomacy +6, Escape Artist +6;

**Languages** Aquan, Common

**SQ** Amphibious, [Duelist Stance](#) +1, Seasinger, Trident Expert, [Weapon Finesse](#) (Rapier)

**Gear** cure potion (1), rapier, leather armor, shortbow, arrows 10

---

### SPECIAL ABILITIES

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## Amphibious (Ex)

Merfolk are amphibious, but prefer not to spend long periods out of the water.

## Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

## Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

## Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

## Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk Seer (CR 4)

XP 1,200

Merfolk Astrologian 4

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +11; Senses Low-light vision; Perception +10

---

### DEFENSE

---

AC 16, touch 14; flat-footed 12 (+3 dex, +2 natural, +1 dodge)

hp 26 [36] (9d8+36)

mp 13

Fort +3, Ref +4, Will +8

Defensive Abilities Hard Scale, Legless; Resist Water 5;

---

### OFFENSE

---

Speed 5 ft., swim 50 ft.

**Melee** Trident +3 (1d8+1/19-20)

**Ranged** Water Power Staff +5 (1d6+3 water) or Star Globe +5 touch (1d4+3 non-elemental)

**Special Abilities** [Draw](#) (7/day), [Lightspeed](#) (6/day), [Prescience](#) (6/day), [Royal Road](#)

**Spells Known** (Astrologian CL 4th, Concentration +7)

**At will (DC 13)** – Burst of Light, Daze, Guidance, Message, Resistance

**1st (DC 14)** – Anticipate Peril, Cure, Deprotect, Identify, Mage Armor, Regen, True Strike

**2nd (DC 15)** – Aid, Cure II, Panacea, Paralya

---

### STATISTICS

---

Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 14

Base Atk +4; CMB +5; CMD 19 (cannot be tripped)

**Feats** Extra Draw, Extra MP, Improved Initiative

**Skills** Appraise +12, Heal +16, Perception +16, Spellcraft +12;

**Languages** Aquan, Common

**SQ** Amphibious, [Astrology Secrets](#) (Starlight Agility), [Forewarned](#), Seasinger, [Spell Proficiency](#), Trident Expert

**Gear** cure potion (2), water power staff, trident

---

### SPECIAL ABILITIES

---

## Amphibious (Ex)

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

## Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

## Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

## Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

## Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk Soldier (CR 4)

XP 1,200

Merfolk Dancer 4

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +3; Senses Low-light vision; Perception +8

---

### DEFENSE

---

AC 18, touch 16, flat-footed 18 (+3 dex, +3 cha, +2 natural)

hp 30 [48] (4d8+12)

Fort +6, Ref +7, Will +2

Defensive Abilities [Evasion](#), Hard Scale, Legless, [Uncanny Dodge](#); Resist Water 5;

---

### OFFENSE

---

Speed 15 ft., swim 50 ft.

**Melee** Unarmed +6 (1d10+2) or +1 Trident +11/+9/+6 (1d8+3 1d6+2)

**Ranged** Light Crossbow +6 (1d8/19-20)

**Special Attacks** [Battle Dance](#) (13 rounds/day), [Beguiling Dance](#) (DC 15 Will negates)

**Special Abilities** [Ki Pool](#) (5 pts), [Mystic Dances](#) (Desperate Flourish)

---

### STATISTICS

---

Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 16

Base Atk +3; CMB +5; CMD 18 (cannot be tripped)

**Feats** Weapon Finesse, Weapon Focus (Trident)

**Skills** Acrobatics +10, Escape Artist +10, Perception +8, Perform (Dance) +12;

**Languages** Aquan, Common

**SQ** [AC Bonus](#), Amphibious, Fleet (+10 ft.), Seasinger, Trident Expert, [Unarmed](#)

[Strike](#) (1d8), [Versatile Dance](#)

**Gear** cure potion (2), trident, light crossbow (underwater), 10 bolts

---

### SPECIAL ABILITIES

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## Amphibious (Ex)

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

## Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

## Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

## Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

## Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk Songstress (CR 4)

XP 1,200

Merfolk Bard 4

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +7; Senses Low-light vision; Perception +11

---

### DEFENSE

AC 19, touch 13, flat-footed 17 (+5 armor, +4 dex, +2 natural)

hp 30 [44] (4d8+12)

mp 12

Fort +3, Ref +7, Will +5

Defensive Abilities Hard Scale, Legless, [Well-Versed](#); Resist Water 5;

---

### OFFENSE

Speed 5 ft., swim 50 ft.

**Melee** Rapier +5 (1d6+2/18-20)

**Ranged** Shortbow +6 (1d6/x3)

**Special Abilities** [Bardic Performance](#) (13 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 15), [Inspiration](#) (2d6), [Inspire Competence](#) +2, [Inspire Courage](#) +1, [Troubadour](#) (3/day)

**Special Attacks** [Dissonance](#) (5/day, base DC 15)

**Spells Known** (Bard CL 4th, Concentration +7)

**At will (DC 13)** – Ghost Sound, Lullaby, Song of Serenity

**1st (DC 14)** – Army's Paeon, Elemental Carol, Elemental Threnody, Foe Requiem, Hideous Laughter, Inspirational Boost, Joyful Noise, Quick Etude, Sheepfoe Mambo

**2nd (DC 15)** – Lively Step, Silent Verse

---

### STATISTICS

Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 16

Base Atk +3; CMB +5; CMD 18 (cannot be tripped)

**Feats** Extra MP, Improved Initiative

**Skills** Acrobatics +13, Bluff +13, Disguise +13, Perception +11, Perform (Harp) +13, Perform (Sing) +15, Spellcraft +11;

**Languages** Aquan, Common, Draconic

**SQ** Amphibious, [Major Aura](#) +1 (Steady Hand), [Minor Aura](#) (Force of Will, Watchful Eye),



Seasinger, Trident Expert, [Versatile Performance](#) (Sing)  
**Gear** cure potion (2), rapier, chain shirt, shortbow, arrows 10, harp

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## SPECIAL ABILITIES

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### Amphibious (Ex)

Merfolk are amphibious, but prefer not to spend long periods out of the water.

### Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

### Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

### Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

### Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk Shadowguard (CR 7)

XP 3,200

Merfolk Ninja 7

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +4; Senses Low-light vision; Perception +12

---

## DEFENSE

---

AC 24, touch 16; flat-footed 18 (+4 armor, +4 dex, +2 wis, +2 AC bonus, +2 natural)

hp 59 [84] (7d8+28)

Fort +5, Ref +9, Will +4

Defensive Abilities Hard Scale, Legless, [Uncanny Dodge](#); Resist Water 5;

---

## OFFENSE

---

Speed 5 ft., swim 50 ft.

**Melee** +1 Katana +9 (1d8+3/18-20), Wakizashi +7/+7 (1d6+1/18-20)

**Ranged** Light Crossbow +9 (1d8/19-20)

**Special Attacks** [Sneak Attack](#) (+4d6)

**Special Abilities** [Ki Pool](#) (5 pts), [Ninjutsu](#) (Ki Blade, Shadow Clone, Sudden Disguise), [Poison Use](#)

---

## STATISTICS

---

Str 14, Dex 18, Con 16, Int 10, Wis 14, Cha 12

Base Atk +5; CMB +7; CMD 18 (cannot be tripped)

**Feats** Slashing Grace, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Katana)

**Skills** Acrobatics +15, Bluff +13, Disable Device +15, Escape Artist +15, Intimidate +13, Perception +14, Stealth +15, Swim +13;

**Languages** Aquan, Common

**SQ** [AC Bonus](#), Amphibious, [Light Steps](#), [Ninja Tricks](#) (Bleeding Attack, Evasion, Fast Stealth), [No Trace](#) +2, Seasinger, Trident Expert  
**Gear** cure potion (3), +1 katana, wakizashi, light crossbow (underwater), 10 bolts, chain shirt

---

## **SPECIAL ABILITIES**

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### **Amphibious (Ex)**

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

### **Hard Scale (Ex)**

Merfolk have a +2 natural armor bonus.

### **Legless (Ex)**

Merfolk have no legs, and therefore cannot be tripped.

### **Seasinger (Ex)**

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

### **Trident Expert (Ex)**

Merfolk are proficient with tridents.

### **Merfolk Sword Dancer (CR 7)**

XP 3,200

Merfolk Fencer 7

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +4; Senses Low-light vision; Perception +1

---

#### **DEFENSE**

---

AC 23, touch 19; flat-footed 18 (+4 dex, +4 armor, +3 dodge, +2 natural, +2 deflect)

hp 66 [98] (7d10+28)

Fort +5, Ref +9, Will +3

Defensive Abilities [Deflect Arrows](#), [Evasion](#), Hard Scale, Legless, [Uncanny Dodge](#); Resist Water 5;

---

#### **OFFENSE**

---

Speed 5 ft., swim 50 ft.

**Melee** +1 Rapier +14/+9 (1d6+6/18-20)

**Ranged** Shortbow +11/+6 (1d6/x3)

**Special Attacks** [Deeds](#), [Lunge Techniques](#) (Parry, Shadowstick, Stinger), [Panache](#) (4 pts)

---

#### **STATISTICS**

---

Str 14, Dex 18, Con 16, Int 10, Wis 12, Cha 18

Base Atk +7/+2; CMB +9; CMD 23 (cannot be tripped)

**Feats** Dodge, Fencing Grace, Power Attack, Weapon Focus (Rapier)

**Skills** Acrobatics +12, Bluff +14, Diplomacy +14, Escape Artist +12;

**Languages** Aquan, Common

**SQ** Amphibious, [Duelist Stance](#) +2, [Elaborate Parry](#) +2, [Fencer Weapon Training](#) +1, [Mobility](#),

Seasinger, Trident Expert, [Weapon Finesse](#) (Rapier)  
**Gear** cure potion (3), +1 rapier, chain shirt, shortbow, arrows 10

---

## SPECIAL ABILITIES

---

### Amphibious (Ex)

Merfolk are amphibious, but prefer not to spend long periods out of the water.

### Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

### Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

### Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

### Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk White Mage (CR 7)

XP 3,200

Merfolk White Mage 7

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +7; Senses Low-light vision; Perception +14

---

## DEFENSE

---

AC 16, touch 14; flat-footed 12 (+3 dex, +2 natural, +1 dodge)

hp 52 [70] (7d6+28)

mp 28

Fort +5, Ref +5, Will +9

Defensive Abilities Hard Scale, Legless; Resist Water 5;

---

## OFFENSE

---

Speed 5 ft., swim 50 ft.

**Melee** Trident +4 (1d8+1/19-20)

**Ranged** +1 Water Power Staff +7 (1d6+4 water)

**Special Abilities** [Lay on Hands](#) (Heal 3d6; 5/day), [Divine Seal](#) (1/day), [Metamagic Enhancement](#) (4/day), [Innate Spell](#) (Mage Armor; [1/day each])

**Spells Known** (White Mage CL 7th, Concentration +11)

**At will (DC 16)** – Alleviate, Daze, Guidance, Holy Orb, Purify Food and Drink, Virtue

**1st (DC 17)** – Blind, Cure, Dia, Heal, Mage Armor, Regen, Shell, Shield, Water Blast

**2nd (DC 18)** – Aid, Blindna, Cure II, Dia II

**3rd (DC 19)** – Blindga, Cleanse, Shell II, Regen II

**4th (DC 20)** – Cure IV, Disable

---

## STATISTICS

---

Str 12, Dex 16, Con 16, Int 10, Wis 18, Cha 12

Base Atk +3; CMB +4; CMD 17 (cannot be tripped)

**Feats** Dodge, Extend Spell, Extra MP, Improved Initiative

**Skills** Perception +14, Spellcraft +10;

**Languages** Aquan, Common

**SQ** Amphibious, [Auto-Regen](#), [Clear Mind](#), [Divine Caress](#), [Focused Caster](#), [Mage Talent](#) (Concentrate, Empowered Magic, Healing Spell [5/day]), Seasinger, [Spell Proficiency](#), Trident Expert, [White Magery](#) (Spell Mastery x2)

**Gear** cure potion (3), +1 water power staff, trident

---

## SPECIAL ABILITIES

---

### Amphibious (Ex)

Merfolk are amphibious, but prefer not to spend long periods out of the water.

### Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

### Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

### Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

### Trident Expert (Ex)

Merfolk are proficient with tridents.

### Merfolk Astrologist (CR 9)

XP 6,400

Merfolk Astrologian 9

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +12; Senses Low-light vision; Perception +16

---

## DEFENSE

---

AC 17, touch 15; flat-footed 12 (+4 dex, +2 natural, +1 dodge)

hp 67 [90] (9d6+36)

mp 45

Fort +7, Ref +8, Will +11

Defensive Abilities Hard Scale, Legless; Resist Water 5;

---

## OFFENSE

---

Speed 5 ft., swim 50 ft.

**Melee** Trident +5 (1d8+1/19-20)

**Ranged** +1 Water Power Staff +9 (1d6+5 water) or Star Globe +8 touch (1d4+4 non-elemental)

**Special Abilities** [Draw](#) (15/day), [Lightspeed](#) (7/day), [Prescience](#) (7/day), [Royal](#)

[Road](#), [Spread](#), [Synastry](#) (4 rounds, 4/day)

**Special Attacks** [Sect Powers](#) (Moonbeam [Fort DC 18])

**Spells Known** (Astrologian CL 9th, Concentration +13)

**At will (DC 14)** – Burst of Light, Daze, Guidance, Message, Purify Food and Drink, Resistance

**1st (DC 15)** – Anticipate Peril, Cure, Deprotect, Identify, Mage Armor, Regen, Starsight, True Strike

**2nd (DC 16)** – Aid, Cure II, Panacea, Paralyza

**3rd (DC 17)** – Cura, Haste, Heroism, Regen II

**4th (DC 18)** – Cure IV, Esuna, Silencega, Stoneskin

**5th (DC 19)** – Curaga, Renew II

---

## STATISTICS

---

Str 12, Dex 18, Con 16, Int 10, Wis 18, Cha 14

Base Atk +4; CMB +5; CMD 19 (cannot be tripped)

**Feats** Extend Spell, Extra Draw, Extra MP, Improved Initiative, Silent Spell

**Skills** Appraise +12, Heal +16, Perception +16, Spellcraft +12;

**Languages** Aquan, Common

**SQ** Amphibious, [Astrology Secrets](#) (Coat of Many Stars, Starlight Agility), [Bonus Feat](#) (Extend Spell), [Clear Mind](#), [Essential Dignity](#), [Forewarned](#), Seasinger, [Spell Proficiency](#), [The Heavenly Paths](#), Trident Expert

**Gear** cure potion (4), +1 water power staff, trident, cloak of resistance +1

---

## SPECIAL ABILITIES

---

### Amphibious (Ex)

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

### Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

### Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

### Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

### Trident Expert (Ex)

Merfolk are proficient with tridents.

### Merfolk Chanter (CR 9)

XP 6,400

Merfolk Bard 9

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +9; Senses Low-light vision; Perception +14

---

## DEFENSE

---

AC 21, touch 14; flat-footed 17 (+5 armor, +4 dex, +2 natural)  
hp 76 [108] (9d8+36)  
mp 32  
Fort +6, Ref +11, Will +8  
Defensive Abilities Hard Scale, Legless, [Well-Versed](#); Resist Water 5;

---

## OFFENSE

---

Speed 5 ft., swim 50 ft.  
**Melee** +1 Rapier +12/+7 (1d6+3/18-20)  
**Ranged** Shortbow +11/+6 (1d6/x3)  
**Special Abilities** [Bardic Performance](#) (31 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 19), [Inspiration](#) (4d6), [Grant Move Action](#) (2/day), [Inspire Competence](#) +3, [Inspire Courage](#) +2, [Inspire Greatness](#), [Troubadour](#) (5/day)  
**Special Attacks** [Dissonance](#) (9/day, base DC 19), [Resonance](#) (8/day)  
**Spells Known** (Bard CL 9th, Concentration +14)  
**At will (DC 15)** – Boom, Ghost Sound, Lullaby, Song of Serenity  
**1st (DC 16)** – Army's Paeon, Elemental Carol, Elemental Threnody, Foe Requiem, Hideous Laughter, Inspirational Boost, Joyful Noise, Quick Etude, Sheepfoe Mambo  
**2nd (DC 17)** – Battle Hymn, Blurring Melody, Foe Lullaby, Lively Step, Silent Verse, Sword Madrigal  
**3rd (DC 18)** – Advancing March, Battlefield Elegy, Foe Requiem II, Nixie's Lure, Quick Etude II, Reviving Finale

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## STATISTICS

---

Str 14, Dex 20, Con 16, Int 12, Wis 14, Cha 20  
Base Atk +6/+1; CMB +8; CMD 23 (cannot be tripped)  
**Feats** Extra MP, Extra Performance, Improved Initiative, Point-Blank Shot, Weapon Finesse  
**Skills** Acrobatics +15, Bluff +17, Disguise +17, Perception +14, Perform (Harp) +17, Perform (Sing) +24, Spellcraft +13;  
**Languages** Aquan, Common, Draconic  
**SQ** [Additional Song](#) (+2), Amphibious, [Clear Mind](#), [Major Aura](#) +2 (Motivate Attack, Steady Hand), [Minor Aura](#) (Demand Fortitude, Force of Will, Master of Opportunity, Master of Tactics, Watchful Eye), Seasinger, [Skilled Performer](#) (Sing +5), Trident Expert, [Versatile Performance](#) (Sing, String)  
**Gear** cure potion (4), +1 rapier, +1 chain shirt, shortbow, arrows 20, harp

---

## SPECIAL ABILITIES

---

### Amphibious (Ex)

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

### Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

### Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

## Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

## Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk Informant (CR 9)

XP 6,400

Merfolk Ninja 9

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +5; Senses Low-light vision; Perception +14

---

### DEFENSE

AC 24, touch 17; flat-footed 19 (+5 armor, +5 dex, +2 wis, +2 natural)

hp 85 [117] (9d8+45)

Fort +7, Ref +11, Will +5

Defensive Abilities Hard Scale, [Improved Uncanny Dodge](#), Legless, [Uncanny Dodge](#); Resist Water 5;

---

### OFFENSE

Speed 5 ft., swim 50 ft.

**Melee** +1 Katana +11/+6 (1d8+6/18-20), Wakizashi +9/+9 (1d6+3/18-20)

**Ranged** Light Crossbow +11/+6 (1d8/19-20)

**Special Attacks** [Sneak Attack](#) (+5d6)

**Special Abilities** [Ki Pool](#) (6 pts), [Ninjutsu](#) (Greater Ki Blade, Ki Blade, Shadow Clone, Sudden Disguise), [Poison Use](#)

---

### STATISTICS

Str 16, Dex 20, Con 18, Int 10, Wis 14, Cha 12

Base Atk +6/+1; CMB +9; CMD 24 (cannot be tripped)

**Feats** Slashing Grace, Two-Weapon Grace, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Katana)

**Skills** Acrobatics +15, Bluff +13, Disable Device +15, Escape Artist +15, Intimidate +13, Perception +14, Stealth +15, Swim +13;

**Languages** Aquan, Common

**SQ** [AC Bonus](#), Amphibious, [Light Steps](#), [Ninja Tricks](#) (Bleeding Attack, Evasion, Fast Stealth, Sneaky Shot), [No Trace](#) +3, Seasinger, Trident Expert

**Gear** cure potion (4), +1 katana, wakizashi, light crossbow (underwater), 10 bolts, +1 chain shirt

---

### SPECIAL ABILITIES

## Amphibious (Ex)

Merfolk are [amphibious](#), but prefer not to spend long periods out of the water.

## Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

## Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

## Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

## Trident Expert (Ex)

Merfolk are proficient with tridents.

## Merfolk Terpsichorean (CR 9)

XP 6,400

Merfolk Dancer 9

NG Medium Humanoid ([Aquatic](#), Merfolk)

Init +5; Senses Low-light vision; Perception +13

---

### DEFENSE

---

AC 23, touch 20, flat-footed 23 (+5 dex, +5 cha, +1 AC bonus, +2 natural)

hp 76 [108] (9d8+36)

Fort +10, Ref +12, Will +5

Defensive Abilities [Evasion](#), Hard Scale, [Improved Uncanny Dodge](#), Legless, [Uncanny Dodge](#); Resist Water 5;

---

### OFFENSE

---

Speed 25 ft., swim 50 ft.

**Melee** Unarmed +11/+6 (1d10+2) or +1 Trident +11/+9/+6 (1d8+3 1d6+2)

**Ranged** Light Crossbow +11/+6 (1d8/19-20)

**Special Attacks** [Battle Dance](#) (25 rounds/day), [Beguiling Dance](#) (DC 19 Will negates), [Dancer's Strike](#) (10 rounds/day), [Rain of Blows](#) +13/+13/+8 (1d10+2) or +13/+13/+11/+8 (1d8+3 1d6+2), [Weavying Dance](#) (DC 19 Will negates)

**Special Abilities** [Contradance](#) (1/day), [Ki Pool](#) (9 pts), [Mystic Dances](#) (Aspir Samba, Desperate Flourish, Haste Samba)

---

### STATISTICS

---

Str 14, Dex 20, Con 16, Int 10, Wis 12, Cha 20

Base Atk +6/+1; CMB +8; CMD 23 (cannot be tripped)

**Feats** Spear Dancing Spiral, Spear Dancing Style, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Trident)

**Skills** Acrobatics +17, Escape Artist +17, Perception +13, Perform (Dance) +21;

**Languages** Aquan, Common

**SQ** [AC Bonus](#), Amphibious, [Dance of the Floating Step](#), [Dance of the Vexing Snake](#), Fleet (+20 ft.), Seasinger, Trident Expert, [Unarmed Strike](#) (1d10), [Versatile Dance](#)

**Gear** cure potion (4), +1 trident, light crossbow (underwater), 10 bolts, cloak of resistance +1



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## SPECIAL ABILITIES

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### Amphibious (Ex)

Merfolk are amphibious, but prefer not to spend long periods out of the water.

### Hard Scale (Ex)

Merfolk have a +2 natural armor bonus.

### Legless (Ex)

Merfolk have no legs, and therefore cannot be tripped.

### Seasinger (Ex)

The beautiful voices of the merfolk are legendary. A seasinger gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save DC of charm and fascinated effect spells.

### Trident Expert (Ex)

Merfolk are proficient with tridents.

## Ogre Family

### Ogre (CR 3)

This creature's python-thick apish arms and stumpy legs conspire to drag its dirty knuckles through the wet grass and mud. It snarls as it charges, a sound the offspring of bear and man might make, showing flat black teeth well suited for grinding bones to paste.

XP 800

CE Large Humanoid ([Giant](#))

Init -1; Senses Darkvision 60 ft., low-light vision; Perception +5

---

## DEFENSE

---

AC 17, touch 8, flat-footed 17 (+4 armor, -1 dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, Ref +0, Will +3

Resist Ice 5

Weakness Fire

---

## OFFENSE

---

Speed 40 ft.

Melee Greatclub +7 (2d8+7)

Ranged Javelin +1 (1d8+5)

Space 10 ft.; Reach 10 ft.

---

## STATISTICS

---

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

Base Atk +3; CMB +9; CMD 18

Feats Iron Will, Toughness

Skills Climb +7, Perception +5  
Languages Giant  
SQ Ferocity  
Gear cure potion, chain shirt, greatclub, javelins (3), 5d10 gil

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An ogre is such a tenacious combatant that he continues to fight without penalty even while disabled or dying.

### Ogre Chief (CR 7)

Violence is a way of life for ogres. Most of them learn the best ways to cause pain from their clans' chiefs, who mete out beating for even the slightest infraction. They also lead a small group of ogres around them.

XP 3,200

Ogre Fighter 4

CE Large Humanoid ([Giant](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +7

---

## DEFENSE

---

AC 23, touch 8, flat-footed 22 (+9 armor, -1 dex, +1 shield, +5 natural, -1 size)

hp 76 (8 HD; 4d8+4d10+36)

Fort +12, Ref +1, Will +5

Resist Earth 5, Ice 10

Weakness Fire

---

## OFFENSE

---

Speed 40 ft. (30 ft. in armor)

Melee Mwk Greatsword +16 (3d6+11/19-20) or Greatclub +15 (2d8+10)

Ranged Javelin +6 (1d8+8)

Space 10 ft.; Reach 10 ft.

Special Attacks [Overhand Chop](#) +16 (3d6+19/19-20)

Special Abilities [Martial Flexibility](#) (5/day)

---

## STATISTICS

---

Str 26, Dex 8, Con 19, Int 8, Wis 12, Cha 7

Base Atk +8; CMB +17; CMD 26

Feats Improved Initiative, Iron Will, Lunge, Power Attack

Skills Climb +10, Intimidate +3, Perception +7

Languages Giant

SQ [Chosen Weapon](#) +1 (Greatsword), [Fighter Talent](#) (Melee Defense, Melee Power)

Gear cure potions (2), hi-potion, bag of tricks (gray), full plate, greatclub, javelins (3), mwk greatsword, 40d10 gil

---

## SPECIAL ABILITIES

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### Ferocity (Ex)

An ogre chief is such a tenacious combatant that he continues to fight without penalty even while disabled or dying.

### Ogre Mage (CR 8)

Clad in beautiful robes, this exotically garbed giant roars, its tusks glistening and its eyes afire with murderous intent.

XP 4,800

Ogre Black Mage 5

LE Large Humanoid ([Giant](#))

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +13

---

### DEFENSE

---

AC 17, touch 12, flat-footed 14 (+3 dex, +5 natural, -1 size)

hp 81 (9 HD; 4d8+5d6+54); regeneration 5 (fire)

mp 13

Fort +11, Ref +5, Will +9

Defensive Abilities Ferocity; Resist Fire 5, Ice 10; SR 19

Weakness Fire

---

### OFFENSE

---

Speed 40 ft.

Melee Greatsword +11 (3d6+10)

Ranged Ice Power Staff +7 (1d8+3)

Space 10 ft.; Reach 10 ft.

Special Abilities [Elemental Shield](#) 4 (5/day), [Elemental Seal](#) (1/day), [Metamagic Enhancement](#) (2/day)

Spells Known (Black Mage CL 5th; Concentration +7)

At will (DC 14) – Dark Orb, Daze, Elemental Orb, Read Magic, Touch of Fatigue

1st (DC 15) – Blind, Blizzard (DC 16), Dark, Mage Armor, Sleep

2nd (DC 16) – Blizzard II (DC 17), Dark II, Frost Fall (DC 17), Icy Breath (DC 17), Temper

3rd (DC 17) – Blindga, Blizzara (DC 18), Blizzard III (DC 18), Dark III, Darkra, Elemental Aura (DC 18), Haste, Sleepga, Slow

---

### STATISTICS

---

Str 24, Dex 17, Con 23, Int 14, Wis 14, Cha 17

Base Atk +5; CMB +13; CMD 26

Feats Combat Casting, Combat Expertise, Improved Initiative, Iron Will, Martial Weapon Proficiency (greatsword)

Skills Bluff +14, Disguise +14, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense

Motive +13, Spellcraft +13, Use Magic Device +14

Language Common, Giant

SQ [Arcane Knowledge](#), [Black Magery](#) (Spell Mastery +2), [Dark Affliction](#), [Focused Caster](#), [Mage Talent](#) (Arcane Pool [4 points], Concentrate), [Spell Proficiency](#)

Gear cure potions (2), 3rd-lvl black mage scroll, ether (1), voidfrost robe, greatsword, ice power staff, 5d10 gil

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An ogre mage is such a tenacious combatant that he continues to fight without penalty even while disabled or dying.

### Mad Ogre (CR 9)

Violence is a way of life for ogres. These crazed brutes mete out beatings for even the slightest infraction.

XP 6,400

Ogre Berserker 6

CE Large Humanoid ([Giant](#))

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +16

---

## DEFENSE

---

AC 17, touch 8, flat-footed 15 (+4 armor, +2 dex, +1 deflection, +5 natural, -4 rage, -1 size)

hp 95 (HD 10; 4d8+6d10+44)

Fort +13, Ref +8, Will +4

Resist Earth 10, Ice 10

---

## OFFENSE

---

Speed 40 ft.

Melee 2 +1 Greataxes +16/+16/+16/+11 (3d6+18/x3)

Ranged Javelin +10/+5 (1d8+12)

Space 10 ft.; Reach 10 ft.

Special Attacks Frenzy (16 rounds/day), Rage powers (Powerful Stance, Renew Vigor)

---

## STATISTICS

---

Str 31, Dex 15, Con 19, Int 6, Wis 12, Cha 5

Base Atk +9; CMB +20; CMD 32

Feats Alertness, Double Slice, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (greataxe)

Skills Climb +16, Perception +16, Survival +9 (+12 track)

Languages Giant

SQ Ferocity, Ronso Grip, Track

Gear cure potions (3), hi-potion, chain shirt, 2 +1 greataxes, javelins (3), cloak of resistance +1, ring of protection +1, 7d10 gil

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

A mad ogre is such a tenacious combatant that he continues to fight without penalty even while disabled or dying.

## Orc Family

## Orcish Fodder (CR 1)

XP 400

Orc Fighter 1

CE Medium Humanoid

Init +1; Senses Darkvision 60 ft., low-light vision; Perception -1

---

### DEFENSE

---

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor)

HP 7 [12] (1d10+2)

Fort +4, Reflex +1, Will -1

Defensive Abilities Ferocity; Resist Fire 5

---

### OFFENSE

---

Speed 30 ft.

Melee Falchion +6 (2d4+7/18-20)

Ranged Javelin +2 (1d6+4)

Special Abilities [Martial Flexibility](#) (3/day)

---

### STATISTICS

---

Str 18, Dex 12, Con 14, Int 8, Wis 8, Cha 6

Base Atk +1; CMB +4; CMD 15

Feats [Power Attack](#)

Skills Acrobatics +2 (Jump +3), Intimidate +2; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [Chosen Weapon](#) +1 (Heavy Blades), Throw Anything, Weapon Familiarity

Gear cure potion(1), falchion, 3 javelins, studded leather armor

---

### SPECIAL ABILITIES

---

#### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

#### Skill Bonus (Ex)

Orcs gain a +2 racial bonus on Acrobatic checks made with this skill. Alternatively, Orcs also gain a +1 racial bonus on Climb and Jump Skills.

#### Throw Anything (Ex)

Orcs will throw anything that it engages as a way for it to make sure it is the victor. Orcs gain the [Throw Anything](#) feat.

#### Weapon Familiarity (Ex)

Orcs are always proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

## Orcish Grappler (CR 1)

XP 400

Orc Monk 1

LE Medium Humanoid

Init +1; Senses Darkvision 60 ft., low-light vision; Perception +1

---

### DEFENSE

---

AC 13, touch 13, flat-footed 11 (+1 wis, +1 dex, +1 dodge)

HP 6 [11] (1d10+1)

Fort +3, Reflex +3, Will +1

Defensive Abilities Ferocity; Resist Fire 5

---

### OFFENSE

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Speed 30 ft.

Melee Unarmed Strike +4 (1d6+3)

Ranged Javelin +2 (1d6+3)

Special Attacks [Blitz Techniques](#), [Combo Finishers](#) (Dragon Kick), [Flurry of Blows](#) +4/+4 (1d6+3)

Special Abilities Stunning Fist +4 (1d6+3, DC 11 Fort negates stun) [1/day]

---

### STATISTICS

---

Str 16, Dex 12, Con 12, Int 6, Wis 12, Cha 6

Base Atk +1; CMB +4; CMD 15

Feats [Dodge](#)

Skills Acrobatics +5 (Jump +6), Climb +3, Escape Artist +3; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [AC Bonus](#), [Martial Arts](#) (1d6, x2)

Gear cure potion(1), 3 javelins

---

### SPECIAL ABILITIES

---

#### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

#### Skill Bonus (Ex)

Orcs gain a +2 racial bonus on Acrobatic checks made with this skill. Alternatively, Orcs also gain a +1 racial bonus on Climb and Jump Skills.

#### Throw Anything (Ex)

Orcs will throw anything that it engages as a way for it to make sure it is the victor. Orcs gain the [Throw Anything](#) feat.

#### Weapon Familiarity (Ex)

Orcs are always proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

## Orcish Mesmerizer (CR 1)

XP 400

Orc Black Mage 1

CE Medium Humanoid

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +0

---

### DEFENSE

---

AC 12, touch 12, flat-footed 10 (+2 Dex)

HP 4 [7] (1d6+1)

MP 4

Fort +1, Reflex +2, Will +2

Defensive Abilities Ferocity; Resist Fire 5

---

### OFFENSE

---

Speed 30 ft.

Melee Quarterstaff +2 (1d6+3)

Spells Known (Black Mage CL 1st, Concentration +2)

At will (DC 11) – *dark orb*, *daze*, *detect magic*, *message*

1st (DC 12) – *blind*, *mage armor*, *fire*, *ruin*, *shocking grasp*, *sleep*, *thunder*

---

### STATISTICS

---

Str 14, Dex 14, Con 12, Int 12, Wis 10, Cha 6

Base Atk +0; CMB +2; CMD 14

Feats [Combat Casting](#)

Skills Appraise +5, Acrobatics +4 (Jump +5), Climb +3, Knowledge (arcana) +5, Spellcraft +5; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc, Undercommon

SQ [Black Magery](#) (Elemental Mastery +1), [Spell Proficiency](#)

Gear cure potion(1), 1st-lvl black mage scroll, quarterstaff

---

### SPECIAL ABILITIES

---

#### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

#### Skill Bonus (Ex)

Orcs gain a +2 racial bonus on Acrobatic checks made with this skill. Alternatively, Orcs also gain a +1 racial bonus on Climb and Jump Skills.

#### Throw Anything (Ex)

Orcs will throw anything that it engages as a way for it to make sure it is the victor. Orcs gain the [Throw Anything](#) feat.

#### Weapon Familiarity (Ex)

Orcs are always proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.

## Orcish Grunt (CR 3)

XP 800

Orc Dragoon 4

CE Medium Humanoid

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +0

---

### DEFENSE

---

AC 18, touch 12, flat-footed 16 (+6 armor, +2 dex)

HP 36 (4d10+12)

Fort +7, Reflex +6, Will +1

Defensive Abilities Ferocity; Resist Fire 5

---

### OFFENSE

---

Speed 30 ft.

Melee Orcish Longspear +7 (1d10+4/18-20)

Special Attacks [Deadly Lancer](#) +2d6, [Tail Sweep](#) (DC 16, Reflex negates prone)

Special Abilities [Hardy Landing](#) (20 ft.), [Pole Fighting](#)

---

### STATISTICS

---

Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 6

Base Atk +4; CMB +8; CMD 20

Feats [Acrobatic](#), [Power Attack](#), [Throw anything](#)

Skills Acrobatics +3 (Jump +4), Climb +0; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [Acrobatic Talent](#) (Step Aside, Tail Sweep), [Armor Training](#) +1, [Jump](#), [Steadfast Pike](#) +1

Gear cure potion(2), orcish longspear, orcish scale mail

---

### SPECIAL ABILITIES

---

## Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

## Orcish Neckchopper (CR 3)

XP 800

Orc Dark Knight 4

CE Medium Humanoid

Init +1 (+3); Senses Darkvision 60 ft., low-light vision; Perception +1

---

### DEFENSE

---

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 deflect)

HP 36 (4d10+12)

MP 2

Fort +9, Reflex +4, Will +7

Defensive Abilities [Dark Blessing](#), Ferocity; Resist Fire 5



---

## OFFENSE

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Speed 20 ft.

Melee Orcish Knight Sword +9 (2d6+5/19-20)

Special Attacks [Abyssal Arts](#) (5/day, Bloodspiller, Syphon Strike), [Defile](#) (DC 15 Fort negates blind), [Harm Touch](#) (4/day, 2d6 damage), [Shared Offense](#) (+1 att/dmg, 2 rounds)

Special Abilities [Darkside](#) (+2 att/dmg, SR 12, -4 HP per round), [Grit Stance](#) (DR 3/- but -3 dmg)

Spells Known (Dark Knight CL 1st, Concentration +3)

1st (DC 13) – [dark](#), [dread](#), [endark](#), [enfeeblement](#), [fear](#), [magic weapon](#)

---

## STATISTICS

---

Str 20, Dex 12, Con 16, Int 10, Wis 12, Cha 14

Base Atk +4; CMB +9; CMD 20

Feats [Cleave](#), [Power Attack](#), [Throw Anything](#)

Skills Acrobatics -2 (Jump -1), Climb -3, Intimidate +9, Sense Motive +8; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [First Into Battle](#)

Gear cure potion(2), 1st-lvl dark knight scroll, orcish knight sword, orcish breastplate, ring of protection +1

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

### Orcish Stonechunker (CR 3)

XP 800

Orc Archer 4

CE Medium Humanoid

Init +4; Senses Darkvision 60 ft., low-light vision; Perception +6

---

## DEFENSE

---

AC 18, touch 14, flat-footed 14 (+4 armor, +4 dex)

HP 28 (4d8+8)

Fort +3, Reflex +8, Will +2

Defensive Abilities [Evasion](#), Ferocity; Resist Fire 5

---

## OFFENSE

---

Speed 30 ft.

Melee Orcish Falchion +6 (2d4+4/18-20)

Range Orcish Longbow +8 (1d10+5/x3)

Special Attacks [Aim](#) (move action, +1 Att, Dmg, and skills)

Special Abilities [Archery Talents](#) (Defensive Grace, Surprise Shot)

---

## STATISTICS

---

Str 16, Dex 18, Con 14, Int 8, Wis 12, Cha 6

Base Atk +3; CMB +6; CMD 20

Feats [Point Blank](#), [Precise Shot](#), [Rapid Shot](#), [Throw anything](#)

Skills Acrobatics +8 (Jump +9), Climb +2, Perception +6, Stealth +6, Survival +6; Racial

Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [Agile Archer](#), [Expert Archer](#) +1, [Hawkeye](#) (+1 perception, +5 range)

Gear cure potion(2), orcish falchion, orcish longbow, 20 arrows, orcish studded leather armor

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

### Orcish Cursemaker (CR 6)

XP 2,400

Orc Black Mage 7

CE Medium Humanoid

Init +1; Senses Darkvision 60 ft., low-light vision; Perception +1

---

## DEFENSE

---

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 deflect)

HP 34 (7d6+7)

MP 18

Fort +3, Reflex +3, Will +6

Defensive Abilities Ferocity; Resist Fire 5

Weakness Water

---

## OFFENSE

---

Speed 30 ft.

Melee Orcish Quarterstaff +5 (1d8+2)

Special Abilities [Elemental Shield](#) 6 (5/day), [Elemental Seal](#) (1/day), [Metamagic](#)

[Enhancement](#) (2/day), [Innate Spells](#) (1/day each) [Mage Armor]

Spells Known (Black Mage CL 7th, Concentration +9)

At will (DC 12) – [dark orb](#), [daze](#), [detect magic](#), [message](#)

1st (DC 13) – [blind](#), [mage armor](#), [fire](#) (DC 14), [ruin](#), [shocking grasp](#), [sleep](#), [thunder](#)

2nd (DC 14) – [fire II](#) (DC 15), [icy breath](#), [poison](#), [silence](#), [thunder II](#)

3rd (DC 15) – [bio](#), [blindga](#), [fira](#) (DC 16), [fire III](#) (DC 16), [lightning bolt](#), [sleepga](#), [thundara](#), [thunder III](#)

4th (DC 16) – [ball lightning](#), [blaze spikes](#), [dazera](#), [fire IV](#) (DC 17), [poisonga](#), [silencega](#), [thunder IV](#)

---

## STATISTICS

---

Str 14, Dex 12, Con 12, Int 14, Wis 12, Cha 6

Base Atk +3; CMB +5; CMD 16

Feats [Combat Casting](#), [Elemental Focus](#) (Fire), [Spell Penetration](#), [Throw Anything](#)

Skills Appraise +12, Acrobatics +3 (Jump +4), Climb +3, Knowledge (arcana, planes) +12, Spellcraft +12; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1  
Languages Common, Goblin, Orc, Undercommon  
SQ [Arcane Knowledge](#), [Black Magery](#) (Elemental Mastery +2), [Dark Affliction](#), [Focused Caster](#), [Mage Talent](#) (Concentrate, Dazzling Spell [5/day], Empowered Magic), [Spell Proficiency](#)  
Gear cure potion(2), 4th-lvl black mage scroll, orcish quarterstaff, bracers of armor +3, ring of protection +1

---

## SPECIAL ABILITIES

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### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

### Orcish Fighter (CR 6)

XP 2,400  
Orc Fighter 7  
CE Medium Humanoid  
Init +2; Senses Darkvision 60 ft., low-light vision; Perception -1

---

## DEFENSE

---

AC 23, touch 13, flat-footed 19 (+7 armor, +1 shield, +2 dex, +1 deflect)  
HP 68 (7d10+28)  
Fort +9, Reflex +4, Will +1  
Defensive Abilities Ferocity; Resist Fire 5

---

## OFFENSE

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Speed 30 ft.  
Melee Orcish Falchion +14/+9 (1d8+10/18-20)  
Ranged Javelin +9/+4 (1d6+5)  
Special Attacks [Overhand Chop](#) +14 (3d3+14/18-20), [Backswing](#) +14/+9 (3d3+11/18-20)  
Special Abilities [Martial Flexibility](#) (6/day), [Reliable Strike](#) (7/day)

---

## STATISTICS

---

Str 20, Dex 14, Con 18, Int 8, Wis 8, Cha 6  
Base Atk +7/+2; CMB +12; CMD 24  
Feats [Cleave](#), [Great Cleave](#), [Power Attack](#), [Throw anything](#), [Weapon Specialization](#) (Falchion)  
Skills Acrobatics +2 (Jump +3), Intimidate +6; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1  
Languages Common, Orc  
SQ [Chosen Weapon](#) +2 (Falchion), [Fighter Talent](#) (Fast Movement, Melee Defense, Melee Power)  
Gear cure potion(3), orcish falchion, javelin, orcish breastplate, ring of protection +1

---

## SPECIAL ABILITIES

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### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

### Orcish Serjeant (CR 6)

XP 2,400

Orc Beastmaster 7

CE Medium Humanoid

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +7

---

## DEFENSE

---

AC 20, touch 14, flat-footed 17 (+3 dex, +6 armor, +1 deflect)

HP 68 (7d10+28)

Fort +9, Reflex +9, Will +2

Defensive Abilities Ferocity; Resist Fire 5

Weakness Water

---

## OFFENSE

---

Speed 30 ft., [Woodland Stride](#)

Melee Unarmed Strike +12/+7 (1d8+5)

Special Attacks [Rage](#) (8 rounds/day)

Special Abilities [Rage Power](#) (Knockback, Powerful Stance, Smasher), [Savage Charge](#) +15 (1d8+5, -3 armor)

---

## STATISTICS

---

Str 18, Dex 16, Con 18, Int 8, Wis 10, Cha 6

Base Atk +7/+2; CMB +11; CMD 24

Feats [Alertness](#), [Hamatulatsu](#), [Improved Grapple](#), [Power Attack](#), [Throw anything](#), [Weapon Focus](#) (Unarmed Strike)

Skills Acrobatics +10 (Jump +11), Climb +10, Handle Animal +5, Knowledge (nature) +6, Perception +7, Survival +7 (Track +10); Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc, [Speak with Animals](#)

SQ [Empathic Link](#), [Feral Combat Style](#), [Natural Savagery](#) +1, [Nature Sense](#), [Trackless Step](#), [Wild Empathy](#)

Gear hi-potion(1), orcish chain shirt +1, ring of protection +1

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

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## ANIMAL COMPANION

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Tamed Nakk

NE Large Animal

Init: +6; Senses darkvision 60 ft., low-light vision, Perception +13

AC 14, touch 12, flat-footed 12(+2 Dex, +6 natural)

hp 42(6d8+24)

Fort +8, Ref +6, Will +4 (+8 vs enchantment spells and effects)

Defensive Abilities Evasion

Speed 50 ft.

Melee Bite +12 (1d8+8 plus trip)

Str 27, Dex 15, Con 18, Int 3, Wis 14, Cha 10

Base Atk +4; CMB +12; CMD 24 (28 vs. trip)

Feats [Improved Initiative](#), [Run](#), [Skill Focus](#) (Perception)

Skills Perception +13, Stealth +8, Survival +3 (scent tracking +7) Racial Modifiers +2 Perception, +2

Stealth, +2 Survival

SQ Link, Shared Rage

## Orcish Beastrider (CR 8)

XP 4,800

Orc Dark Knight 9

CE Medium Humanoid

Init +2 (+5); Senses Darkvision 60 ft., low-light vision; Perception +1

---

## DEFENSE

---

AC 23, touch 12, flat-footed 22 (+11 armor, +1 Dex, +1 deflect)

HP 88 (9d10+36)

MP 9

Fort +13, Reflex +8, Will +10

Defensive Abilities [Dark Blessing](#), Ferocity; Immune Disease, Poison, Sap; Resist Fire 5

Weakness Water

---

## OFFENSE

---

Speed 20 ft.

Melee +1 Orcish Knight Sword +16/+11 (2d6+7/19-20)

Special Attacks [Abyssal Arts](#) (6/day, Abyssal Drain, Bloodspiller, Carve and Spit [3 rounds], Syphon

Strike), [Defile](#) (DC 17 Fort negates blind, silence, or curse), [Harm Touch](#) (7/day, 5d6

damage), [Shared Offense](#) (+2 att/dmg, 3 rounds), [Soul Eater](#) (6/day, 5d6 shadow damage)

Special Abilities [Darkside](#) (+3 att/dmg, SR 14, -9 HP per round), [Grit Stance](#) (DR 4/- but -4

damage), [Last Resort](#) (6 rounds)

Spells Known (Dark Knight CL 6th, Concentration +9)

1st (DC 14) – [dark](#), [dread](#), [endark](#), [enfeeblement](#), [fear](#), [magic weapon](#)

2nd (DC 15) – [curse of ill fortune](#), [dark II](#), [demonhide](#), [dread spikes](#), [endark II](#), [temper](#)

---

## STATISTICS

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Str 22, Dex 14, Con 18, Int 12, Wis 12, Cha 16

Base Atk +9/+4; CMB +15; CMD 27

Feats [Cleave](#), [Furious Focus](#), [Great Cleave](#), [Power Attack](#), [Surprised Follow-Through](#), [Throw Anything](#)

Skills Acrobatics +2 (Jump +3), Climb +6, Intimidate +11, Sense Motive +9, Spellcraft +9; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [First Into Battle](#), [Unholy Resilience](#)

Gear hi-potion(2), 2nd-lvl dark knight scroll, orcish knight sword +1, orcish full plate +1, ring of protection +1

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

### Orcish Brawler (CR 8)

XP 4,800

Orc Monk 9

LE Medium Humanoid

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +3

---

## DEFENSE

---

AC 23, touch 20, flat-footed 19 (+3 wis, +3 dex, +3 armor, +1 dodge, +1 deflect, +2 ac bonus)

HP 81 (9d10+27)

Fort +9, Reflex +9, Will +6

Defensive Abilities [Evasion](#), Ferocity, [Improved Evasion](#); Immune Disease; Resist Fire 5;

Weakness Water

---

## OFFENSE

---

Speed 60 ft.

Melee Unarmed Strike +14/+9 (2d4+5/18-20)

Ranged Javelin +12/+7 (1d6+5)

Special Attacks [Blitz Techniques](#), [Combo Finishers](#) (Dragon Kick, Haymaker, Hundred Palm Slap, Tornado Kick), [Flurry of Blows](#) +14/+14/+9 (2d4+5/19-20)

Special Abilities [Stunning Fist](#) +14 (2d4+5/18-20 x2; DC 17 Fort negates) [9/day], [Ki Pool](#) (7 pts), [Boost](#) (6/day, +4)

---

## STATISTICS

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Str 20, Dex 16, Con 16, Int 8, Wis 16, Cha 6

Base Atk +9/+4; CMB +14; CMD 30 (32 vs Grapple)

Feats [Deadly Grappler](#), [Deflect Arrows](#), [Dodge](#), [Improved Critical](#) (Unarmed), [Improved Grapple](#), [Improved Unarmed Strike](#), [Throw anything](#)

Skills Acrobatics +8 (Jump +9), Climb +9, Escape Artist +6 ; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [AC Bonus](#), [Martial Arts](#) (2d4, 18-20), [Fast Movement](#) (+30 ft.), [Ki Powers](#) (Aurablast, Chakra, Elemental Fury), [Purity of Body](#)

Gear cure-potion(1), javelin, bracers of armor +2, ring of protection +1

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

### Orcish Impaler (CR 8)

XP 4,800

Orc Dragoon 9

CE Medium Humanoid

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +1

---

## DEFENSE

---

AC 22, touch 14, flat-footed 19 (+8 armor, +3 dex, +1 deflect)

HP 88 (9d10+36)

Fort +10, Reflex +9, Will +4

Defensive Abilities Ferocity; Resist Fire 5

Weakness Water

---

## OFFENSE

---

Speed 30 ft.

Melee +1 Orcish Longspear +15/+10 (1d10+6/18-20)

Special Attacks [Deadly Lancer](#) +3d6, [Heroic Landing](#) (DC 19, Reflex for half), [Tail Sweep](#) (DC 19, Reflex negates prone)

Special Abilities [Hardy Landing](#) (40 ft.), [Pole Fighting](#), [Sweeping Fend](#)

---

## STATISTICS

---

Str 21, Dex 16, Con 18, Int 10, Wis 12, Cha 6

Base Atk +9/+4; CMB +14; CMD 27

Feats [Acrobatic](#), [Power Attack](#), [Throw anything](#), [Vital Strike](#), [Weapon Focus](#) (longspear)

Skills Acrobatics +8 (Jump +9), Climb +5; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [Acrobatic Talent](#) (Flexible Flanker, Heroic Landing[fire], Step Aside, Tail Sweep), [Armor Training](#) +1, [Fighter Training](#), [Jump](#), [Steadfast Pike](#) +2

Gear hi-potion(2), orcish longspear +1, orcish breastplate +1, ring of protection +1

---

## SPECIAL ABILITIES

---

### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

## Orcish Nightraider (CR 8)

XP 4,800

Orc Archer 9

CE Medium Humanoid

Init +2; Senses Darkvision 60 ft., low-light vision; Perception +12

---

### DEFENSE

---

AC 20, touch 15, flat-footed 16 (+5 armor, +4 dex, +1 deflect)

HP 69 (9d8+27)

Fort +6, Reflex +11, Will +5

Defensive Abilities [Evasion](#), Ferocity, [Uncanny dodge](#); Resist Fire 5

Weakness Water

---

### OFFENSE

---

Speed 40 ft.

Melee +1 Orcish Falchion +11/+6 (1d8+5/18-20)

Range +1 Orcish Composite Longbow +15/+10 (1d10+8/x3)

Special Attacks [Aim](#) (move/swift action, +2 Att, Dmg, and skills), [Called Shot](#), [Safe Shot](#), [Quick Shot](#)

Special Abilities [Archery Talents](#) (Defensive Grace, Improved Called Shot, Surprise Shot, Weak Point)

---

### STATISTICS

---

Str 18, Dex 20, Con 18, Int 10, Wis 12, Cha 6

Base Atk +6/+1; CMB +10; CMD 25

Feats [Bullseye Shot](#), [Deadly Aim](#), [Manyslot](#), [Point Blank](#), [Precise Shot](#), [Rapid Shot](#), [Throw anything](#), [Weapon Focus](#) (composite longbow)

Skills Acrobatics +12 (Jump +13), Climb +6, Perception +12, Stealth +10, Survival +10; Racial

Modifiers Acrobatics +2 (Jump +3), Climb +1

Languages Common, Orc

SQ [Expert Archer](#) +2, [Fast Movement](#) (+10 ft.), [Hawkeye](#) (+3 perception, +15 range)

Gear hi-potion(2), orcish falchion +1, orcish composite longbow +1, 20 arrows, orcish studded leather armor +1, ring of protection +1

---

### SPECIAL ABILITIES

---

#### Ferocity (Ex)

An orc remains conscious and can continue fighting even if its hit points total is below 0. It is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit points total reaches a negative amount equal to its Constitution score.

## Quadav Family

### Amber Quadav (CR 1)

XP 400

Quadav Black Mage 1



N Medium Humanoid ([Reptilian](#), Quadav)  
Init +0; Senses Low-light vision; Perception +2

---

## DEFENSE

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AC 11, touch 10, flat-footed 11 (+1 natural)  
HP 5 [8] (1d6+2)  
MP 4  
Fort +2, Reflex +0, Will +4  
Defensive Abilities Full Withdrawal; Resist Water 5

---

## OFFENSE

---

Speed 20 ft., Swim 30 ft.  
Melee Quarterstaff +1 (1d6+1)  
Ranged Water Power Staff +0 (1d6+2 water dmg)  
Spells Known (Black Mage CL 1st, Concentration +3)  
At will (DC 12) – [dark orb](#), [daze](#), [detect magic](#), [message](#)  
1st (DC 13) – [blind](#), [mage armor](#), [shocking grasp](#), [sleep](#), water, water blast

---

## STATISTICS

---

Str 12, Dex 10, Con 14, Int 14, Wis 14, Cha 10  
Base Atk +0; CMB +1; CMD 11  
Feats [Combat Casting](#)  
Skills Appraise +6, Knowledge (arcana, geography) +6, Spellcraft +6; Racial Modifiers Acrobatics +2 (Jump +3), Climb +1  
Languages Aquan, Common, Draconic, Quadav  
SQ [Black Magery](#) (Increase Damage +1), Hold Breath, [Spell Proficiency](#), Steel Shelled  
Gear cure potion(1), water power staff, quarterstaff

---

## SPECIAL ABILITIES

---

### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

### Amethyst Quadav (CR 1)

XP 400  
Quadav White Mage 1

N Medium Humanoid ([Reptilian](#), Quadav)  
Init +0; Senses Low-light vision; Perception +3

---

## DEFENSE

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AC 11, touch 10, flat-footed 11 (+1 natural)  
HP 5 [8] (1d6+2)  
MP 4  
Fort +2, Reflex +0, Will +4  
Defensive Abilities Feathers of Gale; Resist Water 5

---

## OFFENSE

---

Speed 20 ft., Swim 30 ft.  
Melee Mace +1 (1d6+1)  
Ranged Water Power Staff +0 (1d6+1 water dmg)  
Spells Known (White Mage CL 1st, Concentration +4)  
At will (DC 13) – [dancing lights](#), [daze](#), [holy orb](#), [message](#)  
1st (DC 14) – [blind](#), [charm](#), [cure](#), [dia](#), deprotect, deshell, [fearna](#), [heal](#), [light](#), [mage armor](#), [protect](#), [shell](#)

---

## STATISTICS

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Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 12  
Base Atk +0; CMB +1; CMD 11  
Feats [Combat Casting](#)  
Skills Heal +7, Spellcraft +5  
Languages Common, Quadav  
SQ Hold Breath, [Spell Proficiency](#), Steel Shelled, [White Magery](#) (Increased Healing +1)  
Gear cure potion(1), mace, water power staff

---

## SPECIAL ABILITIES

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### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

### Young Quadav (CR 1)

XP 400  
Quadav Fighter 1

N Medium Humanoid ([Reptilian](#), Quadav)  
Init +0; Senses Low-light vision; Perception +1

---

#### DEFENSE

---

AC 15, touch 10, flat-footed 15 (+4 armor, +1 natural)  
HP 8 [13] (1d10+3)  
Fort +5, Reflex +0, Will +1  
Defensive Abilities Full Withdrawal; Resist Water 5;

---

#### OFFENSE

---

Speed 15 ft., Swim 20 ft.  
Melee Longsword +5 (1d8+4/19-20)  
Ranged Javelin +1 (1d6+3)  
Special Abilities [Martial Flexibility](#) (3/day)

---

#### STATISTICS

---

Str 16, Dex 10, Con 16, Int 10, Wis 12, Cha 10  
Base Atk +1; CMB +4; CMD 14  
Feats Power Attack  
Skills Acrobatics +4, Climb +7  
Languages Common, Quadav  
SQ [Chosen Weapon](#) +1 (Longsword)  
Gear cure potion(1), longsword, 3 javelins, chain coat

---

#### SPECIAL ABILITIES

---

### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

### Greater Quadav (CR 3)

XP 800  
Quadav Dark Knight 4  
NE Medium Humanoid ([Reptilian](#), Quadav)  
Init +3; Senses Low-light vision, sense good; Perception +3

---

## DEFENSE

---

AC 20, touch 11, flat-footed 19 (+7 armor, +1 shield, +1 deflect, +1 natural)

HP 39 (4d10+16)

MP 2

Fort +8, Reflex +1, Will +7

Defensive Abilities [Dark Blessing](#), Full Withdrawal; Resist Water 5;

---

## OFFENSE

---

Speed 15 ft., Swim 20 ft.

Melee Quadav Knight Sword +7 (1d10+3/19-20)

Special Attacks [Abyssal Arts](#) (6/day, Plunge, Syphon Strike), [Defile](#) (DC 15 Fort negates blind), [Harm Touch](#) (5/day, 2d6 damage), [Shared Offense](#) (+1 att/dmg, 2 rounds)

Special Abilities [Darkside](#) (+3 att/dmg, SR 12, -4 hp per round), Grit Stance (DR 3/- but -3 dmg)

Spells Known (Dark Knight CL 1st, Concentration +4)

1st (DC 14) – [dark](#), [dread](#), [endark](#), [enfeeblement](#), [fear](#), [magic weapon](#)

---

## STATISTICS

---

Str 16, Dex 10, Con 18, Int 12, Wis 16, Cha 16

Base Atk +4; CMB +7; CMD 17

Feats Channel Smite, [Cleave](#), Intimidating Prowess, [Power Attack](#)

Skills Bluff +10, Intimidate +10, Sense Motive +10

Languages Aquan, Common, Quadav

SQ [First Into Battle](#), Hold Breath, Steel Shelled

Gear cure potion(2), 1st-lvl dark knight scroll, quadav knight sword, quadav breastplate, ring of protection +1

---

## SPECIAL ABILITIES

---

### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

### Onyx Quadav (CR 3)

XP 800

Quadav Red Mage 4

N Medium Humanoid ([Reptilian](#), Quadav)  
Init +1; Senses Low-Light Vision; Perception +9

---

## DEFENSE

---

AC 17, touch 12, flat-footed 16 (+3 armor, +1 dex, +1 shield, +1 deflect, +1 natural)  
HP 28 (4d8+8)  
MP 7  
Fort +6, Reflex +2, Will +6  
Defensive Abilities Full Withdrawal; Resist Water 5;

---

## OFFENSE

---

Speed 20 ft., Swim 30 ft.  
Melee Quadav Short Sword +6 (1d6+2/19-20)  
Special Attacks [Spell Combat](#), [Spellstrike](#)  
Special Abilities [Arcane Pool](#) (5 points), [Quick Cast](#) (1/day), [Ruby Arcana](#) (Arcane Accuracy)  
Spells Known (Red Mage CL 4th, Concentration +7)  
At will (DC 13) – elemental orb, guidance  
1st (DC 14) – [cure](#), enspell, magic weapon, [protect](#), [shell](#), water  
2nd (DC 15) – blur, [cure II](#), might, temper, water II

---

## STATISTICS

---

Str 14, Dex 12, Con 14, Int 12, Wis 14, Cha 16  
Base Atk +3; CMB +5; CMD 16  
Feats Cleave, Power Attack  
Skills Acrobatics +4, Climb +5, Knowledge (Arcana) +8, Perception +9, Spellcraft +8  
Languages Aquan, Common, Quadav  
SQ [Armored Mage](#) (Light), Hold Breath, [Red Magery](#) (Spell Combat Expertise +2), [Ruby Knowledge](#), [Spell Proficiency](#), Steel Shelled  
Gear cure potion(2), 2nd-lvl red mage scroll, quadav short sword, quadav studded leather, ring of protection +1

---

## SPECIAL ABILITIES

---

### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

## Veteran Quadav (CR 3)

XP 800

Quadav Holy Knight 4

NG Medium Humanoid ([Reptilian](#), Quadav)

Init +3; Senses Low-light vision, sense evil; Perception +2

---

### DEFENSE

---

AC 16, touch 11, flat-footed 16 (+3 armor, +1 shield, +1 deflect, +1 natural)

HP 36 (4d10+12)

MP 2

Fort +10, Reflex +4, Will +9

Defensive Abilities Full Withdrawal; Resist Water 5

---

### OFFENSE

---

Speed 20 ft., Swim 30 ft.

Melee +1 Quadav Knight Sword +8 (1d10+4/19-20)

Special Attacks Divine Arts (5/day, Sheltron), Lay on Hands (5/day, 2d6)

Special Abilities Blessing (Cures blind status), Cover (+3 AC, 10 ft.), Oath Stance, Shared Defense (3 rounds, +1 AC)

Spells Known (Holy Knight CL 1st, Concentration +4)

1st (DC 14) – cure, enlight, fearna, phalanx, sun metal

---

### STATISTICS

---

Str 16, Dex 10, Con 16, Int 10, Wis 14, Cha 16

Base Atk +4; CMB +7; CMD 17

Feats [Power Attack](#), Step Up

Skills Diplomacy +10, Sense Motive +9

Languages Common, Quadav

SQ First Into Battle, Hold Breath, Holy Grace, Steel Shelled

Gear cure potion(2), 1st-lvl holy knight scroll, quadav knight sword +1, quadav studded leather, ring of protection +1

---

### SPECIAL ABILITIES

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#### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

#### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

#### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

## Brass Quadav (CR 6)

XP 2,400

Quadav Dark Knight 7

NE Medium Humanoid ([Reptilian](#), Quadav)

Init +0 (+4); Senses Low-light vision, sense good; Perception +3

---

### DEFENSE

---

AC 22, touch 11, flat-footed 22 (+9 armor, +1 shield, +1 deflect, +1 natural)

HP 73 (7d10+35)

MP 7

Fort +14, Reflex +6, Will +12

Defensive Abilities [Dark Blessing](#), Full Withdrawal; Immune Disease, Poison, Sap; Resist Water 5

Weakness Lightning

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### OFFENSE

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Speed 15 ft., Swim 20 ft.

Melee +1 Quadav Knight Sword +12/+7 (1d10+4/19-20)

Special Attacks [Abyssal Arts](#) (7/day, Plunge, Syphon Strike, The Blackest Night [4 rounds]), [Defile](#) (DC 14 Fort negates blind and disease), [Harm Touch](#) (7/day, 4d6 damage), [Shared Offense](#) (+1 att/dmg, 4 rounds), [Soul Eater](#) (7/day, 5d6 shadow damage)

Special Abilities [Darkside](#) (+4 att/dmg, SR 13, -7 hp per turn), Grit Stance (DR 4/-)

Spells Known (Dark Knight CL 3rd, Concentration +7)

1st (DC 15) – [dark](#), [dread](#), [endark](#), [enfeeblement](#), [fear](#), [magic weapon](#)

2nd (DC 16) – [dark II](#), [demonhide](#), [dread spikes](#), [endark II](#), [temper](#)

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### STATISTICS

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Str 18, Dex 10, Con 20, Int 12, Wis 16, Cha 18

Base Atk +7/+2; CMB +11; CMD 21

Feats Channel Smite, [Cleave](#), Intimidating Prowess, [Power Attack](#)

Skills Bluff +15, Intimidate +19, Sense Motive +14

Languages Aquan, Common, Quadav

SQ [First Into Battle](#), Hold Breath, Steel Shelled

Gear hi-potion(1), 2nd-lvl dark knight scroll, quadav knight sword +1, quadav half-plate, ring of protection +1

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### SPECIAL ABILITIES

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#### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

#### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

## Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

## Copper Quadav (CR 6)

XP 2,400

Quadav Thief 7

N Medium Humanoid ([Reptilian](#), Quadav)

Init +2; Senses Low-light vision; Perception +12

---

### DEFENSE

AC 20, touch 13, flat-footed 18 (+5 armor, +2 dex, +1 shield, +1 deflect, +1 natural)

HP 53 (7d8+21)

Fort +5, Reflex +7, Will +3

Defensive Abilities Danger Sense (+2), Full Withdrawal; Resist Water 5

Weakness Lightning

---

### OFFENSE

Speed 20 ft., Swim 30 ft.

Melee +1 Quadav Short Sword +9 (1d6+4/19-20)

Ranged +1 Quadav Pistol +6/+6 (2d4+1)

Special Attacks Debilitating Injury, Sneak Attack +4d6

Special Abilities Mark, Measure the Mark

---

### STATISTICS

Str 16, Dex 14, Con 16, Int 14, Wis 12, Cha 10

Base Atk +5; CMB +8; CMD 20

Feats Deadly Aim, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Finesse (Short Sword)

Skills Acrobatics +12, Appraise +13, Bluff +11, Climb +13, Disable Device +13, Escape Artist +12, Perception +12, Sense Motive +14, Sleight of Hand +13, Stealth +13

Languages Aquan, Common, Draconic, Quadav

SQ Evasion, Finesse Training, Hold Breath, Improved Theft (+2), Skilled Liar, Steel Shelled, Thief's Edge (Escape Artist), Thief Talents (Bleeding Attack, Eerie Disappearance, Firearm Training), Trapfinding, Uncanny Dodge

Gear hi-potion(1), quadav short sword +1, quadav pistol +1, quadav studded leather armor +1, ring of protection +1

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### SPECIAL ABILITIES

## Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).



## Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

## Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

## Old Quadav (CR 6)

XP 2,400

Quadav Fighter 7

N Medium Humanoid ([Reptilian](#), Quadav)

Init +1; Senses Low-light vision; Perception +1

---

### DEFENSE

---

AC 28, touch 11, flat-footed 28 (+10 armor, +6 shield, +1 deflect, +1 natural)

HP 73 (7d10+35)

Fort +10, Reflex +4, Will +4

Defensive Abilities Full Withdrawal; Resist Water 5;

Weakness Lightning

---

### OFFENSE

---

Speed 15 ft., Swim 20 ft.

Melee +1 Quadav Longsword +14/+9 (1d8+9/19-20)

Ranged Javelin +8/+3 (1d6+4)

Special Attacks [Overhand Chop](#) +14 (1d8+15/19-20), [Backswing](#) +14/+9 (1d8+11/19-20)

Special Abilities [Martial Flexibility](#) (7/day), [Reliable Strike](#) (8/day)

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### STATISTICS

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Str 18, Dex 12, Con 20, Int 10, Wis 12, Cha 8

Base Atk +7/+2; CMB +11; CMD 22

Feats Combat Expertise, Diehard, Endurance, Power Attack, Stalwart

Skills Acrobatics +8, Climb +11

Languages Common, Quadav

SQ [Chosen Weapon](#) +2 (Longsword), [Fighter Talent](#) (Melee Defense, Melee Power, Parry)

Gear hi-potion(2), quadav longsword +1, javelin, quadav half-plate +1, quadav heavy steel shield +1, ring of protection +1

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### SPECIAL ABILITIES

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## Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

## Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

## Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

## Bronze Quadav (CR 8)

XP 4,800

Quadav Holy Knight 9

NG Medium Humanoid ([Reptilian](#), Quadav)

Init +5; Senses Low-light vision, sense evil; Perception +2

---

### DEFENSE

---

AC 23, touch 12, flat-footed 22 (+7 armor, +1 dex, +3 shield, +3 deflect, +1 natural)

HP 95 (9d10+45)

MP 9

Fort +15, Reflex +8, Will +11

Defensive Abilities Full Withdrawal; Immune Disease, Poison, Sap; Resist Water 5

Weakness Lightning

---

### OFFENSE

---

Speed 15 ft., Swim 20 ft.

Melee +1 Quadav Knight Sword +14/+9 (1d10+5/19-20)

Special Attacks Divine Arts (7/day, Bastion of Light [4 rounds], Goring Blade [3d6 half holy/lightning dmg, Fort Save 18 to negate 4 bonus dmg], Rage of Halone [20-ft.-line, 5d6 holy dmg, Reflex Save 18 to half], Sheltron), Holy Sword Techs (7/day, Cleansing Strike [5d8 half holy/lightning dmg & dispel]), Lay on Hands (8/day, 5d6)

Special Abilities Blessing (Cures blind, silence, & slow status), Cover (+5 AC, 15 ft.), Flash of Light (7 rounds, 10-ft.-radius, Fort Save 18 to negate Blind and Shaken), Oath Stance, Shared Defense (4 rounds, +2 AC)

Spells Known (Holy Knight CL 4th, Concentration +8)

1st (DC 15) – cure, enlight, fearna, phalanx, sun metal

2nd (DC 16) – cure II, effortless armor, litany of defense, paralyna, phalanx II, weapon of awe

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### STATISTICS

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Str 18, Dex 13, Con 20, Int 10, Wis 14, Cha 18

Base Atk +9/+4; CMB +10; CMD 24

Feats Following Step, [Power Attack](#), Press to the Wall, Step Up, Step Up and Strike

Skills Diplomacy +16, Sense Motive +14

Languages Common, Quadav

SQ Divine Health, First Into Battle, Hold Breath, Holy Grace, Steel Shelled, Unwavering Confidence

Gear hi-potion(2), 2nd-lvl holy knight scroll, quadav knight sword +1, quadav breastplate +1, ring of protection +1

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## SPECIAL ABILITIES

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### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

### Garnet Quadav (CR 8)

XP 4,800

Quadav White Mage 9

N Medium Humanoid ([Reptilian](#), Quadav)

Init +1; Senses Low-light vision; Perception +4

---

#### DEFENSE

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AC 17, touch 12, flat-footed 16 (+3 armor, +1 Dex, +1 shield, +1 natural, +1 deflect)

HP 50 (9d6+18), fast healing 2;

MP 36

Fort +2, Reflex +5, Will +9

Defensive Abilities Full Withdrawal; Resist Water 5

Weakness Lightning

---

#### OFFENSE

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Speed 20 ft., Swim 30 ft.

Melee +1 Quadav Mace +6 (1d6+2)

Special Abilities [Divine Seal](#) (2/day), [Innate Spell](#) (Mage Armor, Cure II; [1/day each]), [Lay on Hands](#) (8/day, 4d6), [Metamagic Enhancement](#) (4/day)

Spells Known (White Mage CL 9th, Concentration +13)

At will (DC 14) – [dancing lights](#), [daze](#), [holy orb](#), [message](#), resistance, stabilize

1st (DC 15) – [blind](#), [charm](#), [cure](#), [dia](#), [fearna](#), [heal](#), [light](#), [mage armor](#), [protect](#), [shell](#)

2nd (DC 16) – aid, [blindna](#), [cure II](#), [dia II](#), [grace](#), [healara](#), [light](#)

[II](#), [panacea](#), [paralyna](#), [restore](#), [silence](#), [vox](#)

3rd (DC 17) – [blindga](#), [cleanse](#), [cross](#), [cura](#), [cure III](#), deprotect II, deshell II, [dia III](#), [dispel](#), [haste](#), [light III](#), [lightra](#), [protect II](#), [searing light](#), [shell II](#), [sleepga](#), [slow](#)

4th (DC 18) – [dazera](#), diara, [esuna](#), hold, [holy](#), [light IV](#), [raise](#), [restora](#), [silencega](#), stona

5th (DC 19) – bless, blindja, curaga, deprotect III, deshell III, diaga, holy light, lightga, protect III, shell III, sleepja

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## STATISTICS

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Str 12, Dex 12, Con 14, Int 10, Wis 18, Cha 12

Base Atk +4; CMB +5; CMD 16

Feats [Combat Casting](#), Extend Spell, Quicken Spell, Silent Spell, Solar Spell

Skills Heal +16, Spellcraft +12

Languages Common, Quadav

SQ [Auto-Regen](#), [Divine Caress](#), Hold Breath, [Focused Caster](#), [Mage Talent](#) (Concentrate, Healing Spell, Improved Enchantments [7 uses], Spell Guard), [Spell Proficiency](#), [White Magery](#) (Healing Mastery +1, Increased Healing +2)

Gear hi-potion(2), 5th-lvl white mage scroll, quadav mace +1, bracers of armor +3, ring of protection +1

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## SPECIAL ABILITIES

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### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

### Silver Quadav (CR 8)

XP 4,800

Quadav Thief 9

N Medium Humanoid ([Reptilian](#), Quadav)

Init +3; Senses Low-light vision, Perception +14

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## DEFENSE

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AC 22, touch 15, flat-footed 18 (+5 armor, +3 dex, +1 dodge, +1 shield, +1 deflect, +1 natural)

HP 76 (9d8+36)

Fort +7, Reflex +9, Will +4

Defensive Abilities [Danger Sense](#) (+3), [Distraction](#), Full Withdrawal; Resist Water 5;

Weakness Lightning

---

## OFFENSE

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Speed 20 ft., Swim 30 ft.

Melee +1 Quadav Shortsword +10/+5 (1d6+4/19-20)

Ranged +1 Quadav Pistol +10/+10/+5 (2d4+1)

Special Attacks [Sneak Attack](#) +5d6, [Debilitating Injury](#)  
Special Abilities [Mark](#), [Measure the Mark](#)

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## STATISTICS

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Str 16, Dex 16, Con 18, Int 14, Wis 12, Cha 10

Base Atk +6/+1; CMB +9; CMD 22

Feats Amateur Gunslinger, Deadly Aim, Dodge, Extra Grit, Point Blank Shot, Precise Shot, Rapid Reload, Raid Shot, Weapon Finesse (Shortsword)

Skills Acrobatics +15, Appraise +15, Bluff +14, Climb +15, Disable Device +15, Escape Artist +15, Perception +14, Sense Motive +14, Sleight of Hand +15, Stealth +15

Languages Aquan, Common, Draconic, Quadav

SQ [Evasion](#), [Finesse Training](#) (Shortsword), Hold Breath, [Improved Theft](#) (+4), [Improved Uncanny Dodge](#), [Skilled Liar](#), Steel Shelled, [Thief's Edge](#) (Escape Artist), [Thief Talent](#) (Bleeding Attack, Eerie Disappearance, Firearm Training, Grit), [Trapfinding](#), [Uncanny Dodge](#)

Gear hi-potion(2), quadav shortsword +1, quadav pistol +1, quadav studded leather armor +1, ring of protection +1

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## SPECIAL ABILITIES

---

### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

### Zircon Quadav (CR 8)

XP 4,800

Quadav Black Mage 9

N Medium Humanoid ([Reptilian](#), Quadav)

Init +0; Senses Low-light vision, Perception +2

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## DEFENSE

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AC 17, touch 13, flat-footed 16 (+3 armor, +1 dex, +3 deflect)

HP 50 (9d6+18)

MP 36

Fort +5, Reflex +4, Will +8

Defensive Abilities Full Withdrawal; Resist Water 5;

Weakness Lightning

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## OFFENSE

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Speed 20 ft., Swim 30 ft.

Ranged +1 Quadav Water Power Staff +7 (1d6+5)

Special Abilities [Elemental Seal](#) (2/day), [Elemental Shield](#) 8 (7/day), [Innate Spells](#) (1/day each) [Mage Armor, Silence], [Metamagic Enhancement](#)(4/day)

Spells Known (Black Mage CL 9th, Concentration +13)

At will (DC 14) – [dark orb](#), [daze](#), [detect magic](#), [message](#), read magic, touch of fatigue

1st (DC 15) – [blind](#), [mage armor](#), [shocking grasp](#), [sleep](#), water, water blast

2nd (DC 16) – engulf II, [poison](#), [silence](#), water II

3rd (DC 17) – engulf III, haste, lightning bolt, [sleepga](#), slow, water, watera

4th (DC 18) – [ball lightning](#), [silencega](#), vanish, water IV

5th (DC 19) – blindja, drown, lightning arc, poisonja, sleepja, waterga

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## STATISTICS

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Str 12, Dex 12, Con 14, Int 18, Wis 14, Cha 10

Base Atk +4; CMB +5; CMD 16

Feats Combat Casting, Elemental Spell (Water), Empower Spell, Piercing Spell, Spell Penetration  
Skills Appraise +16, Knowledge (Arcana, Dungeoneering, Geography, Planes) +20, Spellcraft +16

Languages Aquan, Common, Draconic, Kindred, Terran, Quadav

SQ [Arcane Knowledge](#), [Black Magery](#) (Increased Damage +2, Spell Penetration +1), [Dark Affliction](#), [Focused Caster](#), Hold Breath, [Mage Talent](#) (Dazzling Spell [7/day], Knowledge is Power, Spell Guard, Spell Lore), [Spell Proficiency](#), Steel Shelled

Gear hi-potion(2), 5th-lvl black mage scroll, quadav water power staff +1, bracers of armor +3, ring of protection +1

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## SPECIAL ABILITIES

---

### Full Withdrawal (Ex)

As a full round action, quadav may retract their body into their shell. This allows them to gain DR/5 Bludgeoning. It also allows for 20% concealment. When they use this ability, they immediately fall prone, drop anything they were holding, and any item that isn't directly attached to their skin. While they are in this form, they cannot make attacks, use items, or cast spells. They must remain in this form for at least one complete round. To come out of their shell, they must spend another full round action (this does not provoke AoO).

### Hold Breath (Ex)

Quadav can hold their breath underwater for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

### Steel Shelled (Ex)

As a quadav gets older the harder its shell gets and gains a +1 natural armor bonus.

## Vanu Vanu Family

## Vanu Vanu Priest (CR 1)

XP 400

Vanu Vanu White Mage 1

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +2; Senses Low-light vision; Perception +3

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### DEFENSE

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**AC** 12, touch 12, flat-footed 10 (+2 dex)

**hp** 5 [8] (1d6+2)

**mp** 6

**Fort** +2, **Ref** +2, **Will** +5

Defensive Abilities Elemental's Gift; **Resist** Wind 5;

---

### OFFENSE

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Speed 30 ft.

**Melee** Dagger +1 (1d4+1/19-20 x2)

**Ranged** Light Power Staff +2 (1d6+1)

**Spells Known** (White Mage CL 1st, concentration +4)

**At will (DC 13)** – Daze, Guidance, Holy Orb, Stabilize

**1st (DC 14)** – Blind, Cure, Deshell, Dia, Light, Mage Armor,

---

### STATISTICS

---

Str 12, Dex 14, Con 14, Int 8, Wis 16, Cha 14

**Base Atk** +0; **CMB** +1; **CMD** 13

**Feats** Extra MP

**Skills** Spellcraft +3; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** Gift of Tongues, Sky Sentinel, [Spell Proficiency](#), [White Magery](#) (Healing Mastery +1),

**Gear** cure potion (1), dagger, light power staff

---

### SPECIAL ABILITIES

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#### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

#### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

#### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Vanu Vanu Scribe (CR 1)

XP 400

Vanu Vanu Blue Mage 1

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +1; Senses Low-light vision; Perception +1

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### DEFENSE

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**AC** 14, touch 11; flat-footed 13 (+2 armor, +1 shield, +1 dex)

**hp** 6 [10] (1d8+2)

**mp** 4

**Fort** +2, **Ref** +2, **Will** +3

Defensive Abilities Elemental's Gift; **Resist** Wind 5;

---

### OFFENSE

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Speed 30 ft.

**Melee** Scimitar +3 (1d6+3/18-20 x2)

**Ranged** Sling +1 (1d4+2/x3)

**Spells Known** (Blue Mage CL 1st, concentration +2)

**At will (DC 11)** – Daze, Elemental Orb, Guidance, Ten Needles

**1st (DC 12)** – Blood Drain, Engulfing Winds

---

### STATISTICS

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Str 14, Dex 12, Con 14, Int 13, Wis 12, Cha 10

**Base Atk** +0; **CMB** +2; **CMD** 13

**Feats** Weapon Focus (Scimitar)

**Skills** Knowledge (Arcana, Local, Nature, Planes) +5, Spellcraft +5; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [Blue Magery](#) (Analysis Mastery +1), Gift of Tongues, Sky Sentinel, [Spell Proficiency](#)

**Gear** cure potion (1), scimitar, sling (10), leather armor, buckler

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### SPECIAL ABILITIES

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#### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

#### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

#### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.



## Vanu Vanu Swiftblade (CR 1)

XP 400

Vanu Vanu Dancer 1

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +1; Senses Low-light vision; Perception +6

---

### DEFENSE

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**AC** 13, touch 13, flat-footed 12 (+2 cha, +1 dex)

**HP** 7 [11] (7d8+21)

**Fort** +4, **Ref** +3, **Will** +3

**Defensive Abilities** Elemental's Gift; **Resist** Wind 5;

---

### OFFENSE

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Speed 40 ft.

**Melee** Unarmed +1 (1d6+1) or Spear +2 (1d8+1/x3)

**Ranged** Dart +1 (1d4/x3)

**Special Attacks** [Battle Dance](#) (6 rounds/day)

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### STATISTICS

---

Str 12, Dex 12, Con 14, Int 8, Wis 14, Cha 14

**Base Atk** +0; **CMB** +1; **CMD** 13

**Feats** Weapon Focus (Spear)

**Skills** Acrobatics +5, Perception +6, Perform (dance) +6; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [Fleet](#) (+10 ft.), Gift of Tongues, Sky Sentinel, [Unarmed Strike](#) (1d6)

**Gear** cure potion (1), spear, darts (10)

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### SPECIAL ABILITIES

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#### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

#### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

#### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Vanu Vanu Pickpocket (CR 4)

XP 1,200

Vanu Vanu Thief 4

NG Medium Humanoid ([Avian](#), Vanu Vanu)  
Init +7; Senses Low-light vision; Perception +8

---

## DEFENSE

---

**AC** 18, touch 14; flat-footed 14 (+4 armor, +3 dex, +1 dodge)

**hp** 26 [40] (4d8+8)

**Fort** +3, **Ref** +7, **Will** +2

**Defensive Abilities** [Danger Sense](#) (+1), Elemental's Gift, [Evasion](#), [Uncanny Dodge](#); **Resist** Wind 5;

---

## OFFENSE

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Speed 30 ft.

**Melee** Shortsword +4 (1d6+3/19-20), Dagger +4 (1d4+1/19-20) or Shortsword +6 (1d6+4/19-20)

**Ranged** Dagger +6 (1d4/19-20)

**Special Attacks** [Debilitating Injury](#), [Sneak Attack](#) +2d6

**Special Abilities** [Mark](#), [Measure the Mark](#)

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## STATISTICS

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Str 12, Dex 16, Con 14, Int 11, Wis 12, Cha 10

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Improved Initiative, Two-Weapon Fighting

**Skills** Acrobatics +9, Appraise +7, Disable Device +9, Escape Artist +9, Perception +8, Stealth +9, Sleight of Hand +9, Use Magic Device +7; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Goblin, Vanu

**SQ** [Finesse Training](#) (Sword), Gift of Tongues, Sky Sentinel, [Thief Talent](#) (Surprise Attack, Throw Off-Balance), [Trapfinding](#) (+2)

**Gear** cure potion (2), shortsword, dagger (5), studded leather

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## SPECIAL ABILITIES

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### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

### Vanu Vanu Red Mage (CR 4)

XP 1,200

Vanu Vanu Red Mage 4

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +1; Senses Low-light vision; Perception +10

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## DEFENSE

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**AC** 16, touch 12; flat-footed 14 (+4 armor, +1 dex, +1 dodge)

**HP** 34 [64] (4d8+16)

**MP** 8

**Fort** +7, **Ref** +2, **Will** +7

Defensive Abilities Elemental's Gift; **Resist** Wind 5;

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## OFFENSE

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Speed 30 ft.

**Melee** Longsword +5 (1d8+3/19-20)

**Ranged** Sling +4 (1d4+3/x3)

Special Attacks [Spell Combat](#), [Spellstrike](#)

Special Abilities [Arcane Pool](#) (4 points), [Ruby Arcana](#) (Spell Shield), [Quick](#)

[Cast](#) (1/day), [Convert](#) (1/day)

**Spells Known** (Red Mage CL 4th, concentration +7)

**At will (DC 13)** – Burst of Light, Stabilize

**1st (DC 14)** – Aero, Cure, Deflect, Enlarge, Enspell, Fire, Ohspell, Protect, Shell, Wind Shield

**2nd (DC 15)** – Cure II, Might

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## STATISTICS

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Str 14, Dex 12, Con 16, Int 10, Wis 16, Cha 16

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Combat Casting, Dodge

**Skills** Acrobatics +8, Perception +10, Spellcraft +7, Use Magic Device +10; Racial Modifiers +1

Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [Armored Mage](#) (Light), Gift of Tongues, [Red Magery](#) (Quick Cast +1), [Ruby Knowledge](#), Sky

Sentinel, [Spell Proficiency](#), [Quick Learner](#) (Weapon Focus [Longsword])

**Gear** cure potion (2), longsword, sling (10), chain shirt

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## SPECIAL ABILITIES

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### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Vanu Vanu Trainee (CR 4)

XP 1,200

Vanu Vanu Monk 4

LG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +2; Senses Low-light vision; Perception +10

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### DEFENSE

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**AC** 17, touch 13; flat-footed 12 (+3 wis, +2 dex, +2 AC Bonus, +1 dodge, +1 Deflect)

**HP** 34 [56] (4d10+16)

**Fort** +8, **Ref** +7, **Will** +5

Defensive Abilities Elemental's Gift, [Evasion](#); Immune Disease; **Resist** Wind 5;

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### OFFENSE

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Speed 40 ft.

**Melee** Unarmed +6 (1d4+3)

Special Attacks [Blitz Techniques](#), [Combo Finishers](#) (Beat Rush, Twin Snakes), [Flurry of Blows](#) +6/+6 (1d4+3)

Special Abilities [Ki Pool](#) (5 pts), [Ki Powers](#) (Chakra), [Stunning Fist](#) +6 (1d4+3; DC 15 Fort negates) [4/day]

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### STATISTICS

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Str 14, Dex 14, Con 16, Int 8, Wis 16, Cha 10

**Base Atk** +4; **CMB** +6; **CMD** 18

**Feats** Dodge, Power Attack

**Skills** Acrobatics +10, Perception +11, Stealth +10; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [AC Bonus](#), [Fast Movement](#) (+10 ft.), Gift of Tongues, [Martial Arts](#) (1d4), Sky Sentinel

**Gear** cure potion (2), cloak of resistance +1

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### SPECIAL ABILITIES

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#### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

#### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

#### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Vanu Vanu Blue Mage (CR 7)

XP 3,200

Vanu Vanu Blue Mage 7

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +2; Senses Low-light vision; Perception +3

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### DEFENSE

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**AC** 18, touch 13; flat-footed 15 (+4 armor, +1 shield, +1 dodge, +2 dex)

**hp** 59 [84] (7d8+28)

**mp** 29

**Fort** +6, **Ref** +4, **Will** +8

Defensive Abilities Elemental's Gift; **Resist** Wind 5;

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### OFFENSE

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Speed 30 ft.

**Melee** +1 Scimitar +10 (1d6+5/18-20 x2) or Slam +8 (1d4+4)

**Ranged** Sling +7 (1d4+4/x3)

**Special Abilities** [Analysis](#) (6/day), [Azure Talents](#) (Focused Analysis, Mage [Accuracy](#) [6/day], Spell Guard), [Invoke](#) (DC 16 Will negates), [Scan](#) (DC 16 Will negates)

**Spells Known** (Blue Mage CL 7th, concentration +10)

**At will (DC 13)** – Daze, Detect Magic, Elemental Orb, Guidance, Read Magic, Ten Needles

**1st (DC 14)** – Blood Drain, Chill, Dancehall Daze, Engulfing Winds

**2nd (DC 15)** – Choco Wind, Flash, Telekinetic

**3rd (DC 16)** – Blaster, Sonic Tail

**4th (DC 17)** – Breath Wing

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### STATISTICS

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Str 16, Dex 12, Con 18, Int 16, Wis 16, Cha 10

**Base Atk** +5; **CMB** +8; **CMD** 20

**Feats** Dodge, Extra MP, Focused Spell, Weapon Focus (Scimitar)

**Skills** Arcobatics +10, Knowledge (Arcana, Dungeoneering, Local, Nature, Planes) +14, Spellcraft +13; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Goblin, Kojin, Vanu, Yagudo

**SQ** [Armored Mage](#) (Light), [Azure Learning](#) +1, [Azure Physical Training](#), [Blue Magery](#) (Analysis Mastery +2), [Clear Mind](#), Gift of Tongues, [I Know That Trick](#), Sky Sentinel, [Spell Proficiency](#)

**Gear** cure potion (3), +1 scimitar, sling (10), chain shirt, buckler

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### SPECIAL ABILITIES

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#### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

#### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

## Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Vanu Vanu Dancer (CR 7)

XP 3,200

Vanu Vanu Dancer 7

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +3; Senses Low-light vision; Perception +13

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### DEFENSE

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**AC** 17, touch 16, flat-footed 14 (+3 cha, +3 dex, +1 AC Bonus)

**HP** 52 [77] (7d8+21)

**Fort** +8, **Ref** +7, **Will** +5

**Defensive Abilities** [Dance of the Vexing Snake](#), Elemental's Gift, [Evasion](#), [Uncanny Dodge](#); **Resist** Wind 5;

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### OFFENSE

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Speed 45 ft.

**Melee** Unarmed +7 (1d8+2) or +1 Spear +7/+5 (1d8+2/x3 1d6+1/x2)

**Ranged** Dart +8 (1d4/x3)

**Special Attacks** [Battle Dance](#) (26 rounds/day), [Beguiling Dance](#) (DC 16 Will negates), [Rain of Blows](#) +8/+8 (1d8+2) or +1 Spear +8/+8/+6 (1d8+2/x3 1d6+1/x2), [Dancer's Strike](#) (8 rounds/day), [Wearying Dance](#) (DC 16 Will negates)

**Special Abilities** [Contradance](#) (1/day), [Ki Pool](#) (6 pts), [Mystic Dances](#) (Curing Waltz, Haste Samba)

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### STATISTICS

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Str 14, Dex 16, Con 16, Int 10, Wis 16, Cha 16

**Base Atk** +5; **CMB** +7; **CMD** 20

**Feats** Spear Dancing Spiral, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Spear)

**Skills** Acrobatics +13, Bluff +13, Perception +13, Perform (dance) +13; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [AC Bonus](#), [Fleet](#) (+15 ft.), Gift of Tongues, Sky Sentinel, [Unarmed Strike](#) (1d8), [Versatile Dance](#)

**Gear** cure potion (3), +1 spear, darts (10)

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### SPECIAL ABILITIES

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## Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

## Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

## Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Vanu Vanu Thief (CR 7)

XP 3,200

Vanu Vanu Thief 7

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +8; Senses Low-light vision; Perception +12

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### DEFENSE

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**AC** 19, touch 15, flat-footed 14 (+4 armor, +4 dex, +1 dodge)

**HP** 52 [77] (7d8+21)

**Fort** +5, **Ref** +9, **Will** +4

**Defensive Abilities** [Danger Sense](#) (+2), Elemental's Gift, [Evasion](#), [Improved Uncanny Dodge](#), [Uncanny Dodge](#); **Resist** Wind 5;

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### OFFENSE

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Speed 30 ft.

**Melee** +1 Shortsword +8 (1d6+4/19-20), Dagger +7 (1d4+1/19-20) or +1 Shortsword +10 (1d6+6/19-20)

**Ranged** Dagger +9 (1d4/19-20)

**Special Attacks** [Debilitating Injury](#), [Sneak Attack](#) +5d6

**Special Abilities** [Mark](#), [Measure the Mark](#)

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### STATISTICS

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Str 14, Dex 18, Con 16, Int 13, Wis 14, Cha 12

**Base Atk** +5; **CMB** +7; **CMD** 21

**Feats** Combat Expertise, Improved Initiative, Two-Weapon Feint, Two-Weapon Fighting

**Skills** Acrobatics +13, Appraise +11, Bluff +12, Disable Device +13, Escape Artist +13, Perception +12, Stealth +13, Sleight of Hand +13, Use Magic Device +11; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Goblin, Vanu

**SQ** [Finesse Training](#) (Sword), Gift of Tongues, [Improved Theft](#) (+4), [Skilled Liar](#), Sky Sentinel, [Thief's Edge](#) (Perception), [Thief Talent](#) (Assault Leader, Surprise Attack, Throw Off-Balance), [Trapfinding](#) (+2)

**Gear** cure potion (3), +1 shortsword, dagger (5), studded leather

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### SPECIAL ABILITIES

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## Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

## Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

## Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Vanu Vanu Abbot (CR 9)

XP 6,400

Vanu Vanu White Mage 9

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +3; Senses Low-light vision; Perception +5

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### DEFENSE

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**AC** 14, touch 14, flat-footed 11 (+2 dex, +1 dodge, +1 deflect)

**hp** 58 [81] (9d6+27)

**mp** 51

**Fort** +6, **Ref** +6, **Will** +11

Defensive Abilities Elemental's Gift; **Resist** Wind 5;

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### OFFENSE

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Speed 30 ft.

**Melee** Dagger +5 (1d4+1/19-20 x2)

**Ranged** +1 Light Power Staff +8 (1d6+6)

Special Abilities [Divine Seal](#) (2/day), [Metamagic Enhancement](#) (5/day), [Innate Spell](#) (Mage Armor, Light II; [1/day each]), [Lay on Hands](#) (11/day, Heal 4d6)

**Spells Known** (White Mage CL 9th, concentration +14)

**At will (DC 15)** – Alleviate, Daze, Guidance, Holy Orb, Stabilize, Virtue

**1st (DC 16)** – Blind, Charm, Cure, Deshell, Dia, Heal, Light, Mage Armor, Regen

**2nd (DC 17)** – Aid, Cure II, Grace, Light II

**3rd (DC 18)** – Cura, Deshell II, Haste, Lightra

**4th (DC 19)** – Diara, Hold, Holy, Light IV

**5th (DC 20)** – Curaga, Lightga

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### STATISTICS

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Str 12, Dex 16, Con 16, Int 8, Wis 20, Cha 14

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Combat Casting, Dodge, Extra MP, Quicken Spell, Silent Spell

**Skills** Spellcraft +11; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [Auto Regen](#), [Clear Mind](#), [Divine Caress](#), [Focused Caster](#), Gift of Tongues, [Mage](#)

[Talents](#) (Empowered Magic, Healing Spell [8/day], Spell Lore, Vigor [8/day]), Sky Sentinel, [Spell](#)

[Proficiency](#), [White Magery](#) (Increased Healing +1, Healing Mastery +2),

**Gear** cure potion (4), dagger, light power staff +1, ring of protection +1



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## SPECIAL ABILITIES

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### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

### Vanu Vanu Spear Dancer (CR 9)

XP 6,400

Vanu Vanu Dancer 9

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +4; Senses Low-light vision; Perception +16

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#### DEFENSE

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**AC** 19, touch 18; flat-footed 15 (+3 cha, +4 dex, +1 AC Bonus, +1 Deflect)

**HP** 67 [99] (9d8+27)

**Fort** +9, **Ref** +10, **Will** +7

**Defensive Abilities** [Dance of the Vexing Snake](#), Elemental's Gift, [Evasion](#), [Improved Uncanny Dodge](#), [Uncanny Dodge](#); **Resist** Wind 5;

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#### OFFENSE

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Speed 50 ft.

**Melee** Unarmed +10/+5 (1d10+2) or +1 Spear +9/+7/+4 (1d8+3/x3 1d6+2/x2)

**Ranged** Dart +10/+5 (1d4/x3)

**Special Attacks** [Battle Dance](#) (31 rounds/day), [Beguiling Dance](#) (DC 17 Will negates), [Rain of Blows](#) +12/+12/+7 (1d10+2) or +1 Spear +11/+11/+9/+6 (1d8+3/x3 1d6+2/x2), [Dancer's Strike](#) (8 rounds/day), [Wearing Dance](#) (DC 17 Will negates)

**Special Abilities** [Contradance](#) (1/day), [Ki Pool](#) (7 pts), [Mystic Dances](#) (Curing Waltz, Curing Waltz II, Haste Samba)

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#### STATISTICS

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Str 14, Dex 18, Con 16, Int 10, Wis 18, Cha 16

**Base Atk** +6/+1; **CMB** +8; **CMD** 23

**Feats** Spear Dancing Spiral, Spear Dancing Style, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Spear)

**Skills** Acrobatics +16, Bluff +15, Perception +16, Perform (dance) +16; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [AC Bonus](#), [Dance of the Floating Step](#), [Fleet](#) (+20 ft.), Gift of Tongues, Sky Sentinel, [Unarmed Strike](#) (1d10), [Versatile Dance](#)

**Gear** cure potion (4), +1 spear, darts (10), ring of protection +1

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## **SPECIAL ABILITIES**

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### **Elemental's Gift (Ex)**

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

### **Gift of Tongues (Ex)**

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

### **Sky Sentinel (Ex)**

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

### **Vanu Vanu Warrior Mage (CR 9)**

XP 6,400

Vanu Vanu Red Mage 9

NG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +1; Senses Low-light vision; Perception +16

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## **DEFENSE**

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**AC** 19, touch 12; flat-footed 17 (+7 armor, +1 dex, +1 dodge)

**HP** 79 [111] (9d8+39)

**MP** 31

**Fort** +10, **Ref** +4, **Will** +10

Defensive Abilities Elemental's Gift; **Resist** Wind 5;

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## **OFFENSE**

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Speed 30 ft.

**Melee** +1 Longsword +11/+6 (1d8+4/19-20)

**Ranged** Sling +7/+2 (1d4+3/x3)

Special Attacks [Spell Combat](#), [Spellstrike](#)

Special Abilities [Arcane Pool](#) (7 points), [Ruby Arcana](#) (Accurate Strike, Enduring Blade, Prescient Attack, Spell Shield), [Quick Cast](#) (4/day), [Convert](#) (1/day)

**Spells Known** (Red Mage CL 9th, concentration +12)

**At will (DC 13)** – Burst of Light, Daze, Guidance, Stabilize

**1st (DC 14)** – Aero, Cure, Deflect, Enlarge, Enspell, Fire, Ohspell, Protect, Shell, Wind Shield

**2nd (DC 15)** – Aero II, Cure II, Imperil, Might, Phalanx, Temper

**3rd (DC 16)** – Aera, Aero III, Cure III, Greater Magic Weapon, Haste, Magic Vestment

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## STATISTICS

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Str 16, Dex 12, Con 18, Int 14, Wis 18, Cha 16

**Base Atk** +6/+1; **CMB** +9; **CMD** 20

**Feats** Combat Casting, Dodge, Extra MP, Focused Spell, Weapon Focus (Longsword)

**Skills** Acrobatics +11, Perception +16, Spellcraft +14, Use Magic Device +15; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Dwarven, Goblin, Vanu

**SQ** [Armored Mage](#) (Medium), Gift of Tongues, [Red Magery](#) (Quick Cast +2, Ruby Knowledge Mastery +1), [Ruby Knowledge](#), Sky Sentinel, [Spell Proficiency](#), [Quick Learner](#) (Bonus Metamagic [Extend Spell]), Weapon Focus [Longsword]

**Gear** cure potion (4), +1 longsword, sling (10), +1 breastplate

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## SPECIAL ABILITIES

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### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

### Vanu Vanu Zealot (CR 9)

XP 6,400

Vanu Vanu Monk 9

LG Medium Humanoid ([Avian](#), Vanu Vanu)

Init +2; Senses Low-light vision; Perception +16

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## DEFENSE

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**AC** 19, touch 16; flat-footed 16 (+3 wis, +2 dex, +2 AC Bonus, +1 dodge, +1 Deflect)

**HP** 103 [144] (9d10+54)

**Fort** +12, **Ref** +9, **Will** +7

Defensive Abilities Elemental's Gift, [Evasion](#), [Improved Evasion](#); Immune Disease; **Resist** Wind 5;

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## OFFENSE

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Speed 60 ft.

**Melee** Unarmed +13/+8 (2d4+4/18-20)

Special Attacks [Blitz Techniques](#), [Combo Finishers](#) (Beat Rush, Bootshine, Haymaker, Tornado Kick, Twin Snakes), [Flurry of Blows](#) +13/+13/+8 (2d4+4/18-20)

Special Abilities [Boost](#) (7/day, +4), [Ki Pool](#) (7 pts), [Ki Powers](#) (Chakra, Elemental Fury, Furious Defense), [Stunning Fist](#) +14 (2d4+4/18-20 x2; DC 17 Fort negates) [11/day]

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## STATISTICS

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Str 18, Dex 14, Con 20, Int 8, Wis 16, Cha 10

**Base Atk** +9/+4; **CMB** +13; **CMD** 26

**Feats** Dodge, Jabbing Dancer, Jabbing Style, Mobility, Power Attack

**Skills** Acrobatics +15, Perception +16, Stealth +15; Racial Modifiers +1 Bluff, +1 Diplomacy;

**Languages** Common, Vanu

**SQ** [AC Bonus](#), [Fast Movement](#) (+30 ft.), Gift of Tongues, [Martial Arts](#) (2d4, 18-20), [Purity of Body](#), Sky Sentinel

**Gear** cure potion (4), cloak of resistance +1, ring of protection +1

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## SPECIAL ABILITIES

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### Elemental's Gift (Ex)

The elementals know that the Vanu Vanu are more susceptible to attacks from foreign races and monster and grant them their wind ability. Once per day, as a swift action, a vanu can grant himself a +2 deflection bonus to AC against ranged attacks for 1 minute.

### Gift of Tongues (Ex)

Vanu gain a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill.

### Sky Sentinel (Ex)

Vanu gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against vanu.

## Yagudo Family

### Yagudo Acolyte (CR 1)

XP 400

Yagudo White Mage 1

LN Medium Humanoid ([Avian](#))

Init +2; Senses Low-light vision; Perception +2

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## DEFENSE

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AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural armor)

HP 3 [6] (1d6)

MP 4

Fort +0, Reflex +2, Will +4

Defensive Abilities Feathers of Gale; Resist Wind 5

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## OFFENSE

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Speed 30 ft.

Melee Yagudo Mace +1 (1d6+1), Bite -4 (1d4)

Ranged Wind Power Staff +2 (1d6+3 wind dmg)

Spells Known (White Mage CL 1st, Concentration +4)

At will (DC 13) – *dancing lights, daze, holy orb, message*

1st (DC 14) – *blind, charm, cure, dia, fearna, heal, light, mage armor, protect, shell*

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## STATISTICS

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Str 12, Dex 14, Con 10, Int 10, Wis 16, Cha 8

Base Atk +0; CMB +1; CMD 13

Feats [Combat Casting](#)

Skills Heal +5, Knowledge (religion) +2, Linguistics +4, Spellcraft +5; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Yagudo

SQ [Spell Proficiency](#), Valiant Linguist, [White Magery](#) (Increased Healing +1), Zealot Devotee

Gear cure potion(1), mace, wind power staff

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Initiate (CR 1)

XP 400

Yagudo Monk 1

LN Medium Humanoid ([Avian](#))

Init +2; Sense low-light vision; Perception +6

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## DEFENSE

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AC 16, touch 15, flat-footed 13 (+2 wis, +2 dex, +1 dodge, +1 natural armor)

HP 5 [10] (1d10)

Fort +2, Reflex +4, Will +2

Defensive Abilities Feathers of Gale; Resist Wind 5

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## OFFENSE

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Speed 30 ft.

Melee Unarmed Strike +3 (1d6+2)

Special Attacks [Blitz Techniques](#), [Flurry of Blows](#) +3/+3 (1d4+2)

Special Abilities Stunning Fist +2 (1d4+1, DC 11 Fort negates stun) [1/day]

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## STATISTICS

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Str 14, Dex 14, Con 10, Int 10, Wis 14, Cha 10

Base Atk +1; CMB +3; CMD 16

Feats [Dodge](#)

Skills Acrobatics +6, Escape Artist +6, Knowledge (religion) +2, Linguistics +4, Sense Motive +6, Perception +6; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Yagudo

SQ [AC Bonus](#), [Martial Arts](#) (1d6), Valiant Linguist, Zealot Devotee

Gear cure potion(1)

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Scribe (CR 1)

XP 400

Yagudo Black Mage 1

LN Medium Humanoid ([Avian](#))

Init +2; Senses Low-light vision; Perception +0

---

## DEFENSE

---

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural armor)

HP 3 [6] (1d6)

MP 4

Fort +0, Reflex +2, Will +3  
Defensive Abilities Feathers of Gale; Resist Wind 5

---

## OFFENSE

---

Speed 30 ft.  
Melee Yagudo Quarterstaff +1 (1d6+1)  
Ranged Wind Power Staff +2 (1d6+1 wind dmg)  
Spells Known (Black Mage CL 1st, Concentration +3)  
At will (DC 12) – [dark orb](#), [daze](#), [detect magic](#), [message](#)  
1st (DC 13) – [aero](#), [blind](#), [blizzard](#), [mage armor](#), [ruin](#), [sleep](#)

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## STATISTICS

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Str 12, Dex 14, Con 10, Int 14, Wis 12, Cha 10  
Base Atk +0; CMB +1; CMD 13  
Feats [Combat Casting](#)  
Skills Appraise +6, Knowledge (arcana) +6, Knowledge (religion) +8, Linguistics +6, Spellcraft +6;  
Racial Modifiers Knowledge (religion) +2, Linguistics +4  
Languages Common, Goblin, Lalafellan, Yagudo  
SQ [Black Magery](#) (Increased Damage +1), [Spell Proficiency](#), Valiant Linguist, Zealot Devotee  
Gear cure potion(1), quarterstaff, wind power staff

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Mendicant (CR 4)

XP 1,200  
Yagudo Summoner 4  
LN Medium Humanoid ([Avian](#))  
Init +2; Senses Bond sense, detect summons, Low-light vision; Perception +2

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## DEFENSE

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AC 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 natural armor)

HP 14 [24] (4d6)

MP 8

Fort +1, Reflex +4, Will +6

Defensive Abilities Feathers of Gale; Resist Wind 5

---

## OFFENSE

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Speed 30 ft.

Melee Quarterstaff +2 (1d6+1)

Special Abilities [Blood Pact](#) (3/day), [Detect Summons](#), [Summon Gear](#) (6/day), [Summon Monster](#) (I-II) [6/day]

Spells Known (Summoner CL 4th, Concentration +7)

At will (DC 13) – [daze](#), [detect magic](#), [elemental orb](#), [message](#), [resistance](#)

1st (DC 14) – [aerospark](#), [energy beam](#), [moogles charm](#)

2nd (DC 15) – [magic shield](#), [terra homing](#)

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## STATISTICS

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Str 12, Dex 16, Con 10, Int 12, Wis 14, Cha 16

Base Atk +2; CMB +3; CMD 16

Feats [Combat Casting](#), [Empower Spell](#)

Skills Handle Animal +9, Knowledge (arcane) +8, Knowledge (religion) +3, Linguistics +5, Spellcraft +9; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Lalafellan Yagudo

SQ [Augment Summoning](#), [Bond Senses](#), [Life Link](#), [Spell Proficiency](#)

Gear cure potion(2), quarterstaff, bracers of armor +3

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.



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## AVATAR COMPANION

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Valefor

NE Medium Avatar

Init: +7; Senses darkvision 60 ft., low-light vision, Perception +4

AC 16, touch 15, flat-footed 19 (+2 armor, +3 Dex, +1 natural)

hp 28 (3d10+12)

Fort +5, Ref +6, Will +3

Defensive Abilities Evasion; Immune Wind

Speed 10 ft., Fly 60 ft. (average)

Melee 2 Claws +7, (1d4+4), Bite +7 (1d8+6)

Special Attacks Aero II, Wind Claw

Str 14 (18), Dex 16, Con 14 (18), Int 13, Wis 11, Cha 15

Base Atk +3; CMB 5; CMD 18

Feats [Improved Initiative](#), [Power Attack](#)

Skills Bluff +6, Fly +7, Knowledge (nature, planes) +5, Perception +4, Sense Motive +4, Stealth +7

SQ Link

## Yagudo Persecutor (CR 4)

XP 1,200

Yagudo Samurai 4

LN Medium Humanoid ([Avian](#))

Init +6; Senses Low-light vision; Perception +7

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## DEFENSE

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AC 19, touch 13, flat-footed 16 (+5 armor, +3 dex, +1 natural armor)

HP 34 [52] (4d10+12)

Fort +7, Reflex +6, Will +6

Defensive Abilities Feathers of Gale; Resist Wind 5

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## OFFENSE

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Speed 30 ft.

Melee Katana +8 (1d8+7/18-20)

Special Attacks [Bushido](#) (Hasso, Magicide), [Combo Finisher](#) (Art of the Swell, Draw Slash), [Iaijutsu Strike](#) +2d6, [Kenki Techniques](#)

Special Abilities [Bushido Pool](#) (3 pts), [Resolve](#) (1/day)

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## STATISTICS

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Str 16, Dex 18, Con 16, Int 10, Wis 14, Cha 12

Base Atk +4; CMB +7; CMD 21

Feats [Cleave](#), [Power Attack](#)

Skills Acrobatics +2, Climb +1, Diplomacy +7, Knowledge (religion) +3, Linguistics +5, Perception +7; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Yagudo

SQ [Action without Thought](#), [Armor Training](#) (1), [One with the Sword](#) (+1), [The Forces of Sen](#), [Weapon Expertise](#)

Gear cure potion(2), katana, do-maru

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Piper (CR 4)

XP 1,200

Yagudo Bard 4

LN Medium Humanoid ([Avian](#))

Init +5; Senses Low light vision; Perception +8

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## DEFENSE

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AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 natural armor)

HP 28 (4d8+8)

MP 7

Fort +3, Reflex +8, Will +6

Defensive Abilities Feathers of Gale, Well-Versed; Resist Wind 5;

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## OFFENSE

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Speed 30 ft.

Melee Rapier +5 (1d6+2/18-20)

Ranged Shortbow +6 (1d6 x3)

Special Attacks [Dissonance](#) (5/day, Base DC 15)

Special Abilities [Bardic Performance](#) (13 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 15), [Inspire Courage](#) +1, [Inspire Competence](#) +2, [Inspire Greatness](#), [Inspiration](#) (2d6)

[6/day], [Troubadour](#) (3/day)

Spells Known (Bard CL 4th, Concentration +7)

At will (DC 13) – [songbird](#), [song of serenity](#)

1st (DC 14) – [adoration](#), [elemental carol](#), [elemental threnody](#), [hideous laughter](#), [quick etude](#)

2nd (DC 15) – [blurring melody](#), [foe lullaby](#), [silence verse](#), [sword madrigal](#), [valor minuet](#)

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## STATISTICS

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Str 14, Dex 18, Con 14, Int 14, Wis 14, Cha 16

Base Atk +3; CMB +5; CMD 19

Feats Lingering Performance, Spellsong

Skills Acrobatics +10, Appraise +8, Bluff +9, Climb +8, Diplomacy +9, Knowledge (religion) +4, Linguistics +6, Perception +8, Perform (Wind) +9, Stealth +10; Racial Modifier Knowledge (religion) +2, Linguistics +4

Languages Common, Lalafellan, Undercommon, Yagudo

SQ [Minor Aura](#) +3 (Accurate Strike, Watchful Eye), [Versatile Performance](#) (Wind), [Major Aura](#) +1 (Motivate Ardor)

Gear cure potion (2), rapier, shortbow, 20 arrows, studded leather armor

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Priest (CR 7)

XP 3,200

Yagudo White Mage 7

LN Medium Humanoid ([Avian](#))

Init +3; Senses Low-light vision; Perception +11

---

## DEFENSE

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AC 16, touch 14, flat-footed 13 (+1 armor, +3 Dex, +1 natural armor, +1 deflect)

HP 31 [49] (7d6+7)

MP 26

Fort +3, Reflex +5, Will +10

Defensive Abilities Feathers of Gale; Resist Wind 5

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## OFFENSE

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Speed 30 ft.

Melee Mace +4 (1d6+1)

Special Abilities [Divine Seal](#) (2/day), [Innate Spell](#) (2/day each) [Mage Armor], [Lay on Hands](#) (3d6) [7/day], [Metamagic Enhancement](#) (4/day)

Spells Known (White Mage CL 7th, Concentration +12)

At will (DC 15) – [dancing lights](#), [daze](#), [holy orb](#), [message](#)

1st (DC 16) – [blind](#), [charm](#), [cure](#), [dia](#) (DC 17), [fearna](#), [heal](#), [light](#) (DC 17), [mage armor](#), [protect](#), [shell](#)

2nd (DC 17) – [bar-element](#), [bar-status](#), [blindna](#), [cure II](#), [dia II](#) (DC 18), [grace](#), [healara](#), [light II](#) (DC 18), [panacea](#), [paralyna](#), [restore](#), [silence](#), [vox](#)

3rd (DC 18) – [barrier](#), [blindga](#), [cleanse](#), [cross](#), [cura](#), [cure III](#), [dia III](#) (DC 19), [dispel](#), [great torchlight](#), [haste](#), [healaga](#), [light III](#) (DC 19), [lightra](#) (DC19), [protect II](#), [protectra](#), [searing light](#) (DC 19), [shell II](#), [shellra](#), [sleepga](#), [slow](#)

4th (DC 19) – [bar-elementra](#), [bar-statusra](#), [dazera](#), [disable](#), [esuna](#), [holy](#) (DC 20) [light IV](#) (DC 20), [raise](#), [restora](#), [silencega](#), [stoneskin](#), [vanish](#)

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## STATISTICS

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Str 12, Dex 16, Con 12, Int 12, Wis 20, Cha 10

Base Atk +3; CMB +4; CMD 17

Feats [Combat Casting](#), [Dispel Synergy](#), [Elemental Focus](#) (Light)

Skills Heal +11, Knowledge (religion) +3, Linguistics +5, Perception +11, Spellcraft +8; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Lalafellan Yagudo

SQ [Auto-Regen](#), [Divine Caress](#), [Focused Caster](#), [Mage Talent](#) (Empowered Magic, Healing Spell, Silent Magic), [Spell Proficiency](#), [White Magery](#) (Increased Healing +2)

Gear cure potion(2), mace, bracers of armor +1, ring of protection +1

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

## Yagudo Theologist (CR 7)

XP 3,200

Yagudo Black Mage 7

LN Medium Humanoid ([Avian](#))

Init +3; Senses Low-light vision; Perception +2

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### DEFENSE

---

AC 16, touch 14, flat-footed 14 (+1 armor, +3 Dex, +1 natural armor, +1 deflect)

HP 31 [49] (7d6+7)

MP 25

Fort +3, Reflex +5, Will +7

Defensive Abilities Feathes of Gale; Resist Wind 5

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### OFFENSE

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Speed 30 ft.

Melee Quarterstaff +4 (1d6+1)

Special Abilities [Elemental Shield](#) 6 (6/day), [Elemental Seal](#) (1/day), [Metamagic](#)

[Enhancement](#) (3/day), [Innate Spells](#) (1/day each) [Mage Armor]

Spells Known (Black Mage CL 7th, Concentration +11)

At will (DC 14) – [dark orb](#), [daze](#), [detect magic](#), [message](#)

1st (DC 15) – [aero](#) (DC 16), [blind](#), [blizzard](#), [mage armor](#), [fire](#), [ruin](#), [sleep](#)

2nd (DC 16) – [aero II](#) (DC 17), [blizzard II](#), [poison](#), [silence](#), [wind barrier](#)

3rd (DC 17) – [aera](#) (DC 18), [aero III](#) (DC 18), [bio](#), [blindga](#), [blizzara](#), [blizzard III](#), [fly](#), [sleepga](#)

4th (DC 18) – [aero IV](#) (DC 19), [blizzard IV](#), [dazera](#), [ice spikes](#), [ice storm](#), [poisonga](#), [silencega](#)

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### STATISTICS

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Str 12, Dex 16, Con 12, Int 18, Wis 14, Cha 8

Base Atk +3; CMB +4; CMD 17

Feats [Combat Casting](#), [Elemental Focus](#) (Wind), [Spell Penetration](#)

Skills Appraise +15, Fly +14, Knowledge (arcana, planes) +18, Knowledge (religion) +21, Linguistics +7, Spellcraft +16; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Aklo, Common, Goblin, Lalafellan, Yagudo

SQ [Arcane Knowledge](#), [Black Magery](#) (Increase Damage +2), [Dark Affliction](#), [Focused Caster](#), [Mage Talent](#) (Concentrate, Empowered Magic, Silent Magic), [Spell Proficiency](#)

Gear cure potion(2), quarterstaff, bracers of armor +1, ring of protection +1

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### SPECIAL ABILITIES

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#### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

#### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

## Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

## Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

## Yagudo Votary (CR 7)

XP 3,200

Yagudo Monk 7

LN Medium Humanoid ([Avian](#))

Init +4; Senses Low-light vision; Perception +3

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### DEFENSE

---

AC 23, touch 19, flat-footed 18 (+3 wis, +4 dex, +1 armor, +1 dodge, +1 natural armor, +1 deflect, +2 ac bonus)

HP 52 [84] (7d10+14)

Fort +6, Reflex +9, Will +5

Defensive Abilities [Evasion](#), Feathers of Gale; Immune Disease; Resist Wind 5;

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### OFFENSE

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Speed 50 ft.

Melee Unarmed Strike +11/+6 (2d4+3/19-20)

Special Attacks [Blitz Techniques](#), [Combo Finishers](#) (Beat Rush, Demolish, Lightning Kick), [Flurry of Blows](#) +11/+11/+6 (2d4+2/19-20)

Special Abilities [Stunning Fist](#) +11 (2d4+2/19-20 x3; DC 16 Fort negates) [7/day], [Ki Pool](#) (6 pts)

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### STATISTICS

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Str 16, Dex 18, Con 14, Int 8, Wis 16, Cha 8

Base Atk +7/+2; CMB +10; CMD 24

Feats Bleeding Attack, [Dodge](#), [Improved Critical](#) (Unarmed), Weapon Focus (Unarmed)

Skills Acrobatics +9, Escape Artist +10, Knowledge (religion) +1, Linguistics +3; Racial

Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Yagudo

SQ [AC Bonus](#), [Martial Arts](#) (2d4, 19-20), [Fast Movement](#) (+20 ft.), [Ki Powers](#) (Aurablast, Formless Mastery), [Purity of Body](#)

Gear cure-potion (2), bracers of armor +1, ring of protection +1

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### SPECIAL ABILITIES

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## Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of

damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

## Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

## Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

## Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

## Yagudo Drummer (CR 9)

XP 6,400

Yagudo Bard 9

LN Medium Humanoid ([Avian](#))

Init +5; Senses Low light vision; Perception +12

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### DEFENSE

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AC 21, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 natural armor, +1 deflect)

HP 67 [99] (9d8+27)

MP 23

Fort +6, Reflex +10, Will +7

Defensive Abilities Feathers of Gale, Well-Versed; Resist Wind 5;

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### OFFENSE

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Speed 30 ft.

Melee +1 Rapier +10/+5 (1d6+4/18-20)

Ranged +1 Shortbow +10/+5 (1d6+1 x3)

Special Attacks [Dissonance](#) (8/day, Base DC 18), [Resonance](#) (7/day)

Special Abilities [Bardic Performance](#) (24 rounds/day), [Countersong](#), [Distraction](#), [Fascinate](#) (DC 18), [Inspire Courage](#) +2, [Inspire Competence](#) +3, [Inspire Greatness](#), [Inspiration](#) (4d6)

[7/day], [Troubadour](#) (4/day), [Grant Move Action](#) (2/day)

Spells Known (Bard CL 9th, Concentration +13)

At will (DC 14) – [boom](#), [lullaby](#), [songbird](#), [song of serenity](#)

1st (DC 15) – [adoration](#), [elemental carol](#), [elemental threnody](#), [hideous laughter](#), [quick etude](#)

2nd (DC 16) – [blurring melody](#), [foe lullaby](#), [silence verse](#), [sword madrigal](#), [valor minuet](#)

3rd (DC 17) – [advancing march](#), [battlefield elegy](#), [elemental threnody II](#), [foe requiem II](#), [quick etude II](#), [reviving finale](#)

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### STATISTICS

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Str 16, Dex 20, Con 16, Int 14, Wis 14, Cha 18

Base Atk +6/+1; CMB +9; CMD 24

Feats Lingering Performance, Point Blank Shot, Precise Shot, Rapid Shot, Spellson

Skills Acrobatics +16, Appraise +13, Bluff +15, Climb +14, Diplomacy +15, Knowledge (religion) +4, Linguistics +6, Perception +12, Perform (String) +20, Perform (Wind) +25, Stealth +16; Racial Modifier Knowledge (religion) +2, Linguistics +4  
Languages Common, Lalafellan, Undercommon, Yagudo  
SQ [Minor Aura](#) +4 (Accurate Strike, Determined Caster, Demand Fortitude, Over the Top, Watchful Eye), [Versatile Performance](#) (String, Wind), [Major Aura](#) +2 (Motivate Ardor, Motivate Care), [Additional Song](#) (+1), [Skilled Performer](#) (Sing +5)  
Gear hi-potion (2), +1 rapier, +1 shortbow, 20 arrows, studded leather armor +1

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Herald (CR 9)

XP 6,400

Yagudo Ninja 9

LN Medium Humanoid ([Avian](#))

Init +5; Senses Low-light vision; Perception +16

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## DEFENSE

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AC 23, touch 21, flat-footed 19 (+2 armor, +3 wis, +5 dex, +1 natural armor, +3 AC bonus)

HP 67 [99] (9d8+27)

Fort +4, Reflex +11, Will +5

Defensive Abilities Feathers of Gale; Resist Wind 5

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## OFFENSE

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Speed 30 ft.

Melee 2 +1 Yagudo Wakizashi +11/+9/+6/+4 (1d6+4/17-20)

Special Attacks [Sneak Attack](#) +5d6

Special Abilities [Ki Pool](#) (6 pts), [Ninjutsu](#) (Blood Debt, Ki Dodge, Kamikaze, Ki Blade)



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## STATISTICS

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Str 16, Dex 20, Con 16, Int 12, Wis 16, Cha 8

Base Atk +6/+1; CMB +9; CMD 25

Feats [Double Slice](#), [Improved Two-Weapon Fighting](#), [Two-Weapon Fighting](#), [Weapon Focus](#) (Wakizashi)

Skills Acrobatics +18, Climb +16, Disable Device +18, Escape Artist +18, Knowledge (religion) +11, Linguistics +4, Perception +16, Sleight of Hand +18, Stealth +18, Use Magic Device +13; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Lalafellan, Yagudo

SQ [AC Bonus](#), [Improved Uncanny Dodge](#), [Light Steps](#), [Ninja Tricks](#) (Bleeding Attack, Deadly Range, Evasion, Finesse Training), [No Trace](#) +3, [Poison Use](#), [Uncanny Dodge](#)

Gear hi-potion(2), yagudo wakizashi +1 (2), bracers of armor +1

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Interrogator (CR 9)

XP 6,400

Yagudo Samurai 9

LN Medium Humanoid ([Avian](#))

Init +5; Senses Low-light vision; Perception +13

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## DEFENSE

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AC 27, touch 16, flat-footed 23 (+8 armor, +4 dex, +1 natural armor, +2 shield armor, +1 deflect)

HP 76 [117] (9d10+27)

Fort +9, Reflex +8, Will +9, +2 save vs Fear effects

Defensive Abilities Feathers of Gale; Resist Wind 5

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## OFFENSE

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Speed 30 ft.

Melee +1 Katana +16/+11 (1d8+11/15-20)

Special Attacks [Bushido](#) (Hasso, Hayate, Magicide, No Fear), [Combo Finisher](#) (Art of the Storm, Art of the Swell, Draw Slash, Shooting Star, Tornado), [Iaijutsu Strike](#) +5d6, [Kenki Techniques](#)

Special Abilities [Bushido Pool](#) (6 pts), [Meditate](#), [Resolve](#) (3/day)

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## STATISTICS

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Str 18, Dex 20, Con 16, Int 10, Wis 16, Cha 14

Base Atk +9/+4; CMB +13; CMD 28

Feats [Blinding Critical](#), [Cleave](#), [Furious Focus](#), [Improved Critical](#) (katana), [Power Attack](#)

Skills Acrobatics +7, Climb +6, Diplomacy +12, Knowledge (religion) +3, Linguistics +5, Perception +13; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Yagudo

SQ [Action without Thought](#), [Armor Training](#) (2), [Blade Block](#) (+1), [Blocking Cuts](#), [Brutal Slash](#), [The Forces of Sen](#), [One with the Sword](#) (+2), [Weapon Expertise](#)

Gear hi-potion(2), katana +1, tatami-do +1, ring of protection +1

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

### Feathers of Gale (Ex)

Yagudos have thick feathers that coat their body, giving them a +1 natural bonus armor.

### Valiant Linguist (Ex)

Yagudos are very good with talking out their problems, establishing trade and setting up offerings in order to provide a type of peace and learn many different languages in order to keep that peace. They gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

### Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

### Yagudo Oracle (CR 9)

XP 6,400

Yagudo Summoner 9

LN Medium Humanoid ([Avian](#))

Init +3; Senses Bond sense, detect summons, Low-light vision; Perception +3

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## DEFENSE

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AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 natural armor, +1 deflect)

HP 49 [72] (9d6+18)

MP 36

Fort +5, Reflex +6, Will +9

Defensive Abilities Feathers of Gale; Resist Wind 5

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## OFFENSE

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Speed 30 ft.

Melee +1 Quarterstaff +6 (1d6+2)

Special Abilities [Blood Pact](#) (4/day), [Counter-Summon](#) (7/day), [Detect Summons](#), [Maker's Call](#) (1/day), [Summon Gear](#) (7/day), [Summon Monster](#) (I-IV) [7/day], [Transposition](#)

Spells Known (Summoner CL 9th, Concentration +13)

At will (DC 14) – [daze](#), [detect magic](#), [elemental orb](#), [message](#), [resistance](#)

1st (DC 15) – [aerospark](#), [energy beam](#), [moogles charm](#)

2nd (DC 16) – [magic shield](#), [terra homing](#)

3rd (DC 17) – [brotherly love](#), [fey light](#)

4th (DC 18) – [climactic fear](#), [tornado zone](#)

5th (DC 19) – [alluring embrace](#)

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## STATISTICS

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Str 12, Dex 16, Con 14, Int 12, Wis 16, Cha 18

Base Atk +4; CMB +5; CMD 18

Feats [Combat Casting](#), [Empower Spell](#), [Intensified Spell](#), [Quicken Spell](#)

Skills Handle Animal +16, Knowledge (arcane) +13, Knowledge (religion) +3, Linguistics +5, Spellcraft +13; Racial Modifiers Knowledge (religion) +2, Linguistics +4

Languages Common, Lalafellan, Yagudo

SQ [Augment Summoning](#), [Bond Senses](#), [Life Link](#), [Spell Proficiency](#), [Shield Ally](#), [Superior Summons](#)

Gear hi-potion(2), quarterstaff +1, bracers of armor +1, ring of protection +1

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## SPECIAL ABILITIES

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### Biting is the Last Resort (Ex)

Though yagudos don't use their beaks for biting an opponent, they will use it if desperate enough to end the combat with their enemy. They all possess a bite natural attack that inflicts 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the yagudo wields a manufactured weapon.

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## Zealot Devotee (Ex)

Yagudos being of the religious zealots gain a +2 to all Knowledge (Religion) checks and gain an additional +1 per 5 ranks in the skill.

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### AVATAR COMPANION

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Valefor

NE Medium Avatar

Init: +9; Senses darkvision 60 ft., low-light vision, Perception +8

AC 24, touch 15, flat-footed 19 (+6 armor, +5 Dex, +3 natural)

hp 68 (7d10+28)

Fort +6, Ref +10, Will +5 (+9 vs charm spells and effects)

Defensive Abilities Evasion; Immune Wind

Speed 10 ft., Fly 60 ft. (average)

Melee 2 Claws +11, (1d4+4), Bite +11 (1d8+6)

Special Attacks Aero II, Aerial Armor, Fury Claw, Wind Claw

Str 14 (18), Dex 21, Con 14 (18), Int 13, Wis 11, Cha 19

Base Atk +7; CMB +11; CMD 26

Feats [Cleave](#), [Improved Initiative](#), [Improved Natural Attack](#) (Bite), [Power Attack](#)

Skills Bluff +12, Fly +13, Knowledge (nature, planes) +9, Perception +8, Sense Motive +8, Stealth +13

SQ Devotion, Link